Riposte

Core Rulebook

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Created by Caleb Morrill

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Introduction

Welcome to the system of Riposte. The aim of this game system, put simply, is to provide a rich set of mechanics for both moments of action and downtime. This firstly includes an emphasis on tactical combat, combining the traditional variance of TTRPGs and skillful strategy, and additionally systems to ensure one's rule-based interactions with the world may include meaningful decisions and tie heavily to one's individual character. The former is more rigidly defined by the rules to ensure combat may be fair and as unambiguous as possible. As for the latter, it is not the aim to outline every possible interaction one may have with the world, but to present clearly enough circumstances where one could reasonably infer the rest should they wish to put rules to them. An RPG exists at the intersection between social imagination and mechanics, and it should be noted that while the Riposte system seeks to provide a robust set of mechanics for many aspects of the world, many forms of social interaction are not included. This is in an attempt to ensure that the fundamental roleplay does not become mired in values and potential optimization, instead keeping statistical variance and hard rules in the domains where they are more engaging. While designed to be as clear and consistent as possible, Riposte is generally not recommended to newer TTRPG players. In keeping with this outlook, this rulebook will only loosely discuss certain overarching principles and ideas of the TTRPG genre, and expects that one may choose to include, omit, alter, or supplement any of its contents as one desires. Ultimately, Riposte has succeeded if it manages to provide an interesting experience with manages to provide meaningful gameplay decisions to complement those made during roleplay. I hope you enjoy experiencing it as much as I did making it, thank you.

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The Dice:

Riposte requires only a single d100 to be played. If using paired d10s, some rules require only a result with a range of ten values; when applicable only a single may be rolled, otherwise different methods of 100 value ranges are accounted for.

The Player vs. Character:

One may notice that this document will almost exclusively use the term “one”, as with this statement, rather than “you”, “player” or “character”, unless referring to very specific aspects of the rules. This is intentional, as in most circumstances beyond their initial creation, both a character and their player are effectively the same entity in respect to how one would interact with the world of the game, and beyond non-diegetic knowledge are considered as such herein.

The Game Master:

Riposte assumes an individual will arbitrate and manage any games played using this system. As with most RPGs, this is done by the Game Master, or GM for short. As with any other such system, the GM has full power to execute the rules of the game as they see fit. This rulebook will generally assume that either a player or GM may be reading an individual passage, and will not delineate between either unless relevant. Likewise, some rules will cede to the discretion of the GM. While a GM may alter any rule, such highlighted cases are meant to show instances where interpretation may be necessary.

Significant Terms:

Some terms or phrases may be explicitly capitalized within a passage. This is meant to help distinguish an instance of the term from more benign usage of the world (e.g. "Roll" as in roll a d100, vs. "roll" as a character may while Dodging). There is no significance beyond this, and as a part of formatting other non-significant passages may be capitalized, such as within tables, though these entries will generally be able to be distinguished easily.

The Setting:

The last note is that it is assumed games using the Riposte system are being run within its companion setting (The World of Ventrulas). Many elements of the system may be used agnostic to the setting, however elements such as the magic system are uncompromised, and certain items, species (playable or otherwise), or currencies will otherwise be fit to the setting. Regardless, this rulebook will generally be presented as plainly as possible to accommodate those not familiar with the setting.

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Character

The Character:

Creating a character requires determining a range of mechanical features and values. Beyond the context of the rules, one may choose any elements one desires for their character, though it is recommended that player and GM work together to ensure the vision for a game remains cohesive within both setting and between characters.

Aspects of one's character are determined by spending creation points to "purchase" features and assign values to various statistics. These aspects are listed and briefly described below, and during creation one should select these features in the order of their listing for greatest ease.

Ancestry:

Within the context of this book, Ancestry is generally referring to which sentient species one is descended from. In related books, it may additionally consider skills and influences from one's broader culture, though this is not included here. One's lineage determines a number of unique abilities and basic features and serves as a foundation for later decisions during character creation.

Attributes & Traits:

There are five Attributes, which broadly represent one's physical/mental capabilities and affinities. These are Strength, Agility, Vigor, Intellect, and Acuity. Each governs three Traits, which serve as more focused aspects of their greater Attribute and are generally what are referenced by various actions and rules.

Qualities:

Certain individual physical and mental quirks, as well as backgrounds, are reflected in Qualities. Certain features of Qualities may resemble Skills, though they represent more inalienable, ingrained features not trained or taught.

Skills:

One gains an amount of experience (xp for short) during the process of creating a character. This xp may be allotted to a variety of Skills to reflect one's capability in combat, the arcane, survival, stealth, scholarship, etc. Any unspent xp from character creation is retained, and one will have more opportunities to gain/spend xp later on.

Starting Equipment:

It is assumed one has some possessions prior to an adventure. The GM should determine a starting fund for each player to use, from which one may outfit themselves, retaining the rest as liquid funds. This fund should generally reflect personal effects and equipment; it may be reasonably inferred one has some possessions, such as a home, beyond one's immediate person.

Creation:

Points:

One begins character creation with 100 Points, which may be spent during creation to increase one's Attributes (and correspondingly Traits), as well as select Qualities and Skills. Unspent points are converted to experience. Some negative Qualities grant additional Points to compensate for their drawback, see Qualities section.

Age:

While it is assumed one is creating a character within their prime, adult life, other ranges are included below should one wish to explore an abnormally young or old character. Each Ancestry will list an appropriate range in years for each stage of life, as their physiology generally develop at slightly different rates, and may halt before more aged stages.

Infant:
The stage prior to Juvenile, included as reference. One has no Points to spend during character creation, and may not utilize any Attribute or Trait.

Juvenile:
Reduce each starting Attribute by 2 (following assignments), and may only allot a value up to 6 maximum per Trait. Reduce starting experience to 0.5x.

Adult:
This age represents one's prime. One suffers no penalties, but receives no particular benefits.

Aged:
Reduce three Attributes by 1 (following assignments), and 10 Traits by 3. One begins with 1.25x experience during character creation from their additional years.

Elderly:
One receives the same bonus to experience as an Aged individual, but must reduce each Attribute by 1, and a further three by an additional 1 (following assignments). Likewise, reduce 10 Traits by 3, and then halve each of one's Traits. Generally not recommended.

Select Ancestry:

Included within this rulebook are six playable Ancestries for one to select, though more options may exist elsewhere.

Most species have a particular affinity for one Attribute through some feature of their being, such as an enlarged frame granting increased strength or latent psionic network a shared supplemental intelligence. This is reflected as a bonus that Attribute, and generally a requirement for its associated Traits to have a minimum assignment if possible.

The default Height and Weight of one's character is determined by Ancestry. These values do not reflect an actual unit of measurement, but rather an average relative value used to mechanically determine the outcome of some actions, such as with Grappling. Likewise, one's base Avoidance is included alongside these values.

One's ability to see, hear, and smell are influenced by their Ancestry, as some feature additional or enhanced versions compared to an average human.

Beyond this, each Ancestry has four unique abilities. These are active or passive, and typically reflect physiological quirks. Humans, despite serving as a standard, include such features for mechanical parity, though if they are the only Ancestry being used these features may be safely ignored.

The specific details of each lineage and their general lore may be found within the Ancestry section.

Assign Attributes:

Each Attribute begins with a value of 0 by default. Following any assignments, apply the bonus from one's Ancestry to determine final values (to a maximum of 5).

For the cost of 5 Points, raise the assigned value of an Attribute by 1, to a maximum assignment of 3. One Attribute may be assigned to 4 or 5, for a cost of 7 and 8 Points respectively. One may assign an Attribute with a value of 0 to be negative (up to -3), gaining 3 Points per negative value assigned (up to 10 Points gained maximum).

Once Attributes are assigned, assign Trait values. Assign a total value between all Traits equal to the number of Points spent on Attributes (no additional cost). This is to a maximum of 5 in any Trait, or within one's highest Attribute (one's choice if tied) two of its governed Traits may be assigned a value of 7, and one a value of 10. When used as a modifier, traits inherit a bonus equal to the value of their governing Attribute.

Once Traits are assigned, choose one Major Attribute. For any Roll one makes which uses a modifier derived of this Attribute, treat that bonus as 10 higher.

Choose Qualities:

When selecting a Quality listed as Positive, one must spend a number of Points equal to its listed value. When selecting a negative Quality, one gains a number of points equal to its listed value. Such gains are to a maximum of 10 Points (regardless if spent on other features), though one may select more negative Qualities if one chooses.

Select Skills:

Any remaining Points following the previous steps are converted into 10x their value in experience (xp), then modified by any other features such as age. This may be then spent to acquire Skills, per its section, with any unspent xp being kept for later training and study.

Starting Equipment:

Per the GM's discretion, each character should determine their starting equipment based on a selected budget. The "Standard" currency of Riposte's setting is the "Flame", which items values are listed with. It is recommended to begin with 100 Flames, though this may vary.

Characters should not be assumed to begin with any items, including clothing or trinkets, instead subtracting their value from their given budget. Once all starting items are determined, the remaining budget is kept as liquid currency, either in Flames or a local currency.

Characters may also be granted items, services, or assets beyond this initial budget per the GM's discretion, as this budget is not meant to reflect the actual "Net Worth" of a character, but rather an initial means outfit themselves.

While Flames serve as a common standard between traders, an individual may have currency minted by their homeland, or simply in metal bullion. Conversion rates are not included within this Rulebook however. Flames are a decimal currency with no official named derivatives. A single Flame is a silver coin, though higher/lower denomination Flames (such as 0.1 and 100 Flame coins) may be minted in other metals. While keeping in abstract terms of the real world to avoid specifically dating this book, a single Flame is approximately equivalent to a plain meal, a small but worthwhile bet in a game of casual cards; a value one would not be distraught to lose but would be pleased to randomly find laying forgotten in the street.

Attributes:

While primarily meant to be used during calculations, the value of an Attribute may be thought as representing a certain basic proficiency. Differences in values are not necessarily linear, for example a value of 0 represents a strict average, 1 a slight affinity, 2 a notable difference from others, 3 a good but untrained talent, and higher values as the product of directed training. Likewise, negative values do not imply one is crippled or deficient, for example a negative Intellect may represent an incurious individual who would rather not consider matters attentively. Every character is distinct, and as such any Attribute/Trait values may likewise be interpreted on an individual basis.

Strength:

The measure of one's physical potency and how effectively one may exert the power of their body.

Athletics:
The level of strength that one can exert to move themselves. This trait determines how high and far one can jump, how fast one can run and climb and swim, carry a load, and is used in Rolls made to determine sheer physical mobility.

Might:
The level of strength one can exert to remain in place or force something else to remain still. This trait determines how effectively one can grapple, hold an object still/closed, to withstand blows that would topple oneself, and Rolls made to remain utterly unchanged by outside forces.

Power:
The level of strength one can exert to move or change something else. This trait determines how strongly one can force another person to move, break open a door or container, throw an object, and Rolls made to generally break things.

Agility:

The measure of one's ability to control their body and movements on a small or large scale, and reaction time.

Grace:
How much control one can exert over their entire body. This trait determines how well one can perform acrobatic maneuvers, retain footing while moving through obstacles, and Rolls made to generally measure one's coordination.

Dexterity:
How much fine control one can exert over their fingers/hands. This trait determines how effectively one can pick a lock or pocket, manipulate tools, catch an object, and Rolls made to quickly do something with one's hands.

Reflex:
How quickly one can react to their surroundings. This trait determines how quickly one can react to a sudden threat, parry a blade, dodge an arrow, and one's reaction time.

Vigor:

The measure of one's bodily constitution, resilience, health, and general mental fortitude.

Fortitude:
How much punishment one's body can take before giving out. This trait determines resistance effects that would immediately debilitate, withstand pain, and Rolls made to ignore damage.

Endurance:
How long one can act without giving in to fatigue. This trait determines how long one can run, fight, or move a load.

Vitality:
How resistant to illness one is. This trait determines how easily one can resist a poison, recover from disease, prevent their form being altered, and avoid negative physical statuses.

Intellect:

The measure of one's ability to retain, process, and give attention to disparate information.

Acumen:
How effectively one can notice a pattern and aggregate data. This trait determines how well one can study the details of a scene, solve a puzzle, and piece together information quickly.

Focus:
How effectively one can keep their attention on a task. This trait determines how well one can concentrate on spells, resist effects that would bewilder or distract, and ignore illusions.

Recollection:
How quickly one can recall information. This trait determines how quickly one can remember details from the past, recall information on a subject, and to recollect themselves.

Acuity:

The measure of the sensitivity of one's senses and innate understanding of their surroundings and others.

Awareness:
How effectively one can perceive their environment. This trait is used to see subtle details in the environment, sense hidden enemies, and Rolls made to locate information.

Intuition:
How effectively one can determine intention. This trait is used to parse truth from lies, discern the purpose of an object, read a person's intents, and sense how things should be.

Instinct:
How effectively one can sense something amiss. This trait is used to sense if something is wrong, if an area is suspicious, and foresee danger.

Ancestral Features:

Attribute Modifiers:

Each species generally exemplifies one of the Attributes more potently than the average human, receiving a +2 bonus to that Attribute following initial assignments.

In such an instance, one is required to assign Trait values to those governed by the bonus Attribute before any others, until a value of at least 3 is assigned to each relevant Trait.

Humans are unique in that they only receive a +1 bonus, though they may assign this bonus as they please, and are not forced to assign Trait values in any particular way.

Size:

This is a collection of metrics split between Height, Weight, Avoidance, and Base Reach used to determine particular interactions between oneself and their environment (generally most relevant during combat). These values are meant to represent relative values between an average human and the other species, and aside from Base Reach do not use actual units as they instead are simply used in calculations for a variety of actions or circumstances (though average statistics are presented).

Height reflects how tall one is, and is used to determine fitting within a space and the difficulty to land a ranged attack. This value assumes one is standing completely upright, be crouched or prone will modify this value.

Weight reflects how heavy one is, and is used to determine interactions during a grapple and the environment. This value assumes one is lightly clothed, encumbrance and other equipment may increase this value.

Base Avoidance reflects how difficult one is to strike while standing "still". This value is the effective "minimum" of one's Avoidance, and applies even while one is fully immobile, unconscious, or paralyzed during combat.

Base Reach reflects the distance one can comfortably reach without moving position, in feet/inches. If an action references one's "Reach", this allows for equipment if relevant, such as during attacks. Otherwise use of one's hands is limited to one's Base Reach.

Senses:

Every Ancestry has three defined senses; Sight, Hearing, and Smell. One is assumed to have all the standard senses of a human (including taste and touch), though beyond the three listed none are mechanically defined.

Each sense has three levels of sensitivity; Poor, Standard, and Keen, relative to a standard human.

Poor implies a lessened or dulled version compared to the average human's senses.

Standard, as the name implies, is comparable to an average, adult human in their prime. This does not describe one's vigilance or attentiveness, merely their fundamental ability to perceive their environment.

Keen reflects a heightened sense compared to a human, able to discern details beyond a human's notice.

Some additional sensory abilities include Low-Light vision, Horizon-Sighted vision, and Infrasound hearing, each of which provide unique avenues of sensory detail.

The mechanical rules of one's senses and their effect on one's ability to perceive are outlined in the Senses section.

Abilities:

Each Ancestry has four abilities, two active, two passive.

Passive abilities provide either constant effects or apply during creation. These abilities are not volitional unless stated otherwise; that is one cannot choose to "turn them off". Likewise, unless specified, these abilities are assumed to apply even while unconscious or immobile.

Active abilities provide effects which one may volitionally utilize, generally for a cost of Skill Points. While these abilities require Skill Points, they are not considered Skills, simply sharing this resource for simplicity. Likewise, many are not distinct action in and of themselves, instead being used to modifier another action if relevant, similarly to a tertiary action. This does not require declaration until resolution of the action, nor require any additional costs.

Human

Attribute Bonuses:
+1 to an Attribute of One's Choice.
No Trait Proficiency Requirements.

Height: *10 (~5' 8" Average)*

Weight: *10 (~160lbs Average)*

Avoidance: *10*

Base Reach: *2ft*

Vision: *Standard*

Hearing: *Standard*

Smell: *Standard*

Abilities:

Swift Recovery
Whenever one would recover one or more Skill Points as a result of Resting, recover an additional Skill Point.

Jack of All Trades
Increase one's xp during character creation by 1.2x.

Quick Learner
One may Train/Study or Practice/Reflect during any period of Rest, not just Downtime, spending one Skill Point per hour to undergo this activity. One may not recover any Skill Points while doing so.

Tenacity
One may pay 5 Skill Points before a Roll to roll two sets of dice, and choose an outcome to use for the final result.

Lore:

The most common sentient species across the world by both population and distribution. Serving as a standard against which other ancestries distinguish themselves, humans do excel in one category, this being their versatility. This is aided by their ability to learn quickly and apply their knowledge and skills more readily than others. Likewise, humans show an uncommon tenacity, though not necessarily to be confused with stubbornness, rather a spirit that allows them to drive onward.

Humans inhabit every climate across the setting of Riposte, and within each such population are many more cultures. While the setting of Riposte may feature defined cultures, cities, and populations, it is not unreasonable to assume one may play an uncommonly encountered or otherwise exceptional individual who would break the mold.

The most populous group of humans live within the Moorian Plateau. Moorians range from fair to medium complexions depending on how far north they live, with generally a ruddy red undertone, and straight hair of lighter brown tones with eyes to match. Culturally they have a highly developed interest in magic, and a fixation on philosophy and literacy due to the availability of print in their region. Living within an area dominated by large bodies of freshwater and distributed settlements, they possess a focus on one's immediate community and a spiritual connection to the natural forces of the world.

Nearby are the humans of the Dawnlands, noted for the buzzing accent affected from their native tongue. They are generally a slighter folk, fair in complexion and hair, though with dark eyes which create a piercing contrast. As a culture they revere honor and kin to an obsessive degree, believing in a direct inheritance of deeds by blood. Their kingdoms are many and frequently engaged in conflict.

Farthest north are the Amunumazi of the wastes. They are known for a very fair complexion set with ashen tones, an above average height and lanky frame, and features both gaunt and sharp, giving them an ethereal appearance. They are generally reliable, if not somber, and fiercely loyal, lacking much fear for death due to their pervasive notion of a persistent soul and arcane practices to prove it. They do however revere life, and will strive to preserve it if possible.

One last notable group are the Vitritans, living in the far south of the world. They are known for olive to dark complexions depending on the region, with fairly common distinguishing trait being a blonde hair that darkens with age and the occasional green eyes. They are the most technologically advanced culture of the setting, with a focus on order, trade, and reverence for myth and looking backwards towards the past, with an ever growing list of larger than life heroes, saints, and leaders.

Elf

Attribute Bonuses: *+2 Acuity*

Height: *10 (~6' Average)*

Weight: *8 (~140lbs Average)*

Avoidance: *15*

Base Reach: *2ft*

Vision: *Low-Light, Keen, Horizon-Sighted*

Hearing: *Keen*

Smell: *Keen*

Abilities:

Sleepless
One does not require conventional sleep, though they do still require Rest. If one would be rendered unconscious by means other than asphyxiation, or whenever one chooses, they may enter a semiconscious state. While semiconscious, one gains the benefits of sleep, however one is still aware of their surroundings. During this time, retain 25 AP to use each Round, one may not speak or modify their Base Movement Limit, and treat one's senses as being Dull.

Mimicry
One may produce any noise which an animal could. When attempting to mimic the voice of another individual or a noise produced by an inanimate object, one must make a successful Intuition Roll against a PV20, perfectly doing so upon a success, otherwise sounding noticeably off.

Hyper-Aware
When declaring any of the Scan, Search, or Discern actions, one may spend 2 Skill Points to reduce the AP cost of that action to 0. If one does so, the action does not require an Exhaustion Roll to succeed, and is treated as having a minimum result of 80 regardless of its Roll.

Precognate
Prior to declaring an action, for the cost of 3 Skill Points one may make its Roll in advance. If one chooses to declare this action, they must use this Roll, otherwise one may choose to declare a different action.

Common Qualities:

Occupational: Woodsman, Acolyte, Traveler

Positive: Vigilant, Canny, Tall

Negative: Paranoid, Illiterate, Anemic

Lore:

The most astute ancestry within the setting, it is difficult to hide any aspect of the world from an elf, be it the subtlest detail, one's emotions, or the deeper mysteries of life. It is ideal then, that they that they live in the great wilds of the world, sustaining their bodies by remote, untapped resources and their spirit with untouched sublime vistas.

The acuity of elves is infamous. It is said they have inherited the various senses of the wild beasts they share their home with, able to see clearly across miles, hear individual leaves rustle in the wind, and smell predator and prey like a wolf. Where they enter the civilizations of outside cultures they are valued as sentries, archers, and fine craftsmen, though this integration is uncommon.

A prevalent religious notion within elven culture is the existence of an overarching, all-knowing force that directs destiny, which appointed at the beginning of time the role of every living species within the world. Within this system elves believe they have been appointed as "The Witnesses", those who are meant to watch and remember all the world no matter how small or remote. Likewise, they believe humans to be "The Builders", or those destined to fashion the constructed world and advance innovation. It is this distinction that drives elves to remote locations, with various degrees of willingness to interact with humans. Curiously, this belief is well conserved across the world no matter the distance between elven populations, leading many to speculate that perhaps within their half-sleep dreams their unparalleled intuition allows them to glimpse a common inspiration. To elves, it is simply proof of a larger truth.

Elves take on an appearance similar to humans in many ways, though even from a distance or under heavy clothing one could likely distinguish the two. They are on average taller than humans, by about a head or half, though with slightly less weight, giving them a very lean physique. Their ears are a characteristic feature, typically even in length from their wrist to fingertip, fully posable like that of a cat, and are one of the more sensitive areas of their body, to a degree where by feeling alone they can accurately determine exact temperature, wind speed/direction, and even the precise relative position of the sun on a clear day. Elven eyes generally range from blue to green or yellow, and possess slitted pupils, which they may dilate and rotate at will. Elven features are generally elongated and "swept" compared to humans, with features such as the resting angle of the ear, eye, brows, and cheekbones running parallel. Elven voices are generally high and sonorant, well suited to the language of bird calls they often employ.

Dwarf

Attribute Bonuses: *+2 Vigor*

Height: *9 (~5' 2" Average)*

Weight: *11 (~175lbs Average)*

Avoidance: *10*

Base Reach: *1ft 9in*

Vision: *Standard, Low-Light*

Hearing: *Standard, Infrasonic*

Smell: *Standard*

Abilities:

Hardy Anatomy
One has an additional copy of every major organ within their torso, meaning one must suffer organ damage 2x for Minor, or 4x for Major damage. One may ignore Critical damage if the result of the Roll is odd.

Pantophagous
One may safely consume any substance that isn't so hot, caustic, or sharp that it would otherwise damage one's skin. This includes ingested poisons, raw or contaminated food, and toxic chemicals not otherwise caustic. Additionally, one may ingest any organic substance for sustenance. Filling one's stomachs provides 3 Rations, taking half a day to digest to allow for eating additional food.

Rumbledeem
One may produce infrasonic noises through their speech. For the cost of 1 Skill Point, when using the Discern (infrasonic hearing) action against an object of at least 50lbs, within 30ft moving across a surface one is touching, one may exactly determine its size, distance, and direction of travel, or spend 5 Skill Points to produce infrasonic sound and determine the detail of a visually obstructed object within 30ft as clearly as if one could see it.

Bilespit
One may control into which of their stomachs a swallowed object settles. When performing the Speech action, for the cost of 3 Skill points, one may spit concentrated bile. Treat this as a thrown weapon with a close/maximum range of 5/10ft, and a Dispersion/Handling of 5. Upon a hit, this deals Burning (Caustic) damage adding 5 + Vitality.

Common Qualities:

Occupational: Craftsman, Soldier, Artist

Positive: Tough, Heavy Frame, Cat-Eared

Negative: High-Appetite, Near-Sighted, Irritable

Lore:

The most resilient ancestry of the setting, both physically and mentally, dwarves are unflagging, able to withstand injuries which would kill a human and discomfort that would drive them insane. Many of their adaptations suit the subterranean lifestyle most dwarves lead.

Dwarven skin is very thick, comparable to a boiled leather, additionally accreting minerals within their diet, giving it a stony texture and hue. Their teeth regrow with time (some few years), which suits them well, as stone and grit are necessary components of their diet, both for minerals and digestion. Dwarves often remove damaged teeth when they become too inconvenient, knowing they regrow. Within the subject of the dwarven diet, they are renown for an ability to ingest anything. Dwarves possess duplicates of many vital organs, and their stomachs are no exception. Even materials which do not provide much nutrition, such as bone, wood, or soil, pass without issue. Their twin livers/kidneys also help render them immune to many forms of toxin and spoilage. Stone is stored within their second stomach, which is composed of a highly acidic bile that they may spit on demand. The mineral diet of dwarves becomes reflected in their skin, reflecting a general hue and texture as it concentrates in structures similar to scales or cracked leather, while metals often deposit within their hair to a similar effect, making dwarves often gleam under light.

Dwarven culture often seems strange and contradictory to outsiders. No dwarf has been observed to have died of natural causes, compared to the other sentient species of the world which have roughly human lifespans, give or take some few decades. They seem to appreciate this very little however, engaging in more conflict and hazardous acts than most. This lifespan is reflected in two places however; the lengths of their beards and craftsmanship. A dwarf's beard symbolizes how long they have been dedicated to their life's pursuit, with significant failure or alterations leading to its shearing. Dwarven women who don't grow beards have long sideburns instead. Different professions wear their hair in unique patterns, with different clans or families adorning them with heirloom accessories. While such items are often inherited, not all dwarven creations meet such a fate. Their longevity allows many dwarves to truly master their craft, but even what other may consider to be masterworks are often abused, recycled, and neglected, as each dwarf dedicates themselves to a singular, true magnum opus to mark their legacy and bolster their clan.

Dwarven clans often appear more pronounced to outsiders than they are in reality. While significant, dwarves are so long lived clans often act more as guilds and an extended community, with individuals deciding on new relations throughout their lifetimes. Regardless, should a human offer a slight to their clan violence is a likely outcome.

Bratama

Attribute Bonuses: *+2 Agility*

Height: *7 (~4' Average)*

Weight: *5 (~75lbs Average)*

Avoidance: *20*

Base Reach: *1ft 6in*

Vision: *Standard*

Hearing: *Standard*

Smell: *Keen*

Abilities:

Fleet of Foot
One has a Base Movement Limit of 12ft. When using the Run or Sprint actions, one may round their Movement Limit to the nearest multiple of 5, regardless of any movement penalties. While Sprinting, one may turn an additional 90 degrees before losing Balance.

Attune Metabolism
Whenever one sleeps for a full period, they may alter their metabolism to be increasingly rapid or torpid. In doing so, increase or decrease (respectively) one's required Food/Water Rations by a value up to 5 different than standard, along with one's Agility modifier. One recovers from Illness, Injuries, and Wounds 1.5x faster with a fully torpid metabolism. If one has altered their metabolism, one must wait until an Extended Rest before doing so again.

Blur of Motion
For the cost of 2 Skill Points, one may reduce the AP cost of an action they are declaring by one's Dexterity if it would require the use of one's arms, one's Grace if requiring one's legs, or otherwise one's Reflex.

Adrenal Surge
At the beginning of the Round, for the cost of 4 Skill Points, one may undergo an adrenal surge. This raises one's AP limit by 20, one may ignore up 20 Pain, Fatigue, and Exhaustion, and one's Base Movement Limit is raised to 15 (this is not a modifier, and supersedes similar effects). This effect lasts until the end of the Round.

Common Qualities:

Occupational: Traveler, Craftsman, Healer

Positive: Light-Footed, Flexible, Brave

Negative: Asthmatic, Left-Handed, Addiction

Lore:

The most agile ancestry of the setting, bratama are a very slight humanoids who grow to be roughly the size of a human child. While they share many features with humans, bratama do take on distinct proportions and features that hint towards a mix of the feline and simian. Between this altered anatomy and certain physiological elements they are very nimble, both on foot and with their hands, and are capable of reaching startling speeds in moments.

Bratama society is often nomadic and set apart from humans, even when they integrate into cities and society they do so often as enclaves. There are many reasons for this, but most significant is their unique cultural outlooks. Bratama are notoriously cynical, with a religious outlook which practically deifies entropy. Relatedly, within their understanding of magic and metaphysics is the Rule of Threes, that for every deed, good or evil, it will be revisited threefold in reverse later. Such it will be that someday, all the essence of the world will be awash, grey, and indistinct, with every possible act having since nullified all others. Such views color many aspects of how bratama engage with the world. They are prone to engage firstly with their emotions, lack a consistent morality, and generally disregard wider laws and ethics. This is not to say they are inherently criminal or immoral, as each individual forges their own ideals and they do value their community, but they are often regarded as such by distrustful outsiders.

Bratama are very resilient and self-sufficient, in their nomadic bands they maintain and construct heirloom wagons, which to their scale serve as small, functional abodes. Likewise their craftsmanship is rivaled only by dwarves, though rather than one's own tenacity they wield ancient techniques and secret knowledge to their end. For all their reverence of finality, bratama are known to jealously guard and maintain the wisdom and possessions within their direct grasp, prizing it above all else.

Bratama anatomy exhibits a number of curious features. One may first notice their voices, very deep for their size, often more so than a grown human. This is a product of their airways, evolved to move great volumes of air quickly. Combined with their enlarged hearts, this allows for a high output of energy. Bratama are unique in being capable of consciously influencing their endocrine system to either accelerate their metabolism or arrest it, allowing them to attune their biology to a task at a whim. When stilled they may further steady their dexterity for tasks requiring precision. When accelerated, they may leverage their hunched, thickened legs for sprints, or their elongated arms to drive a weapon quicker than human reflexes. Despite their size, bratama are capable fighters, noted for their skill with spears and longblades. Bratama faces feature large eyes and small mouths/noses, giving them a feline look.

Behemoth

Attribute Bonuses: *+2 Strength*

Height: *15 (~8' Average)*

Weight: *25 (~440lbs Average)*

Avoidance: *5*

Base Reach: *3ft*

Vision: *Keen*

Hearing: *Standard*

Smell: *Standard*

Abilities:

Massive Frame
One may treat their Encumbrance as being 3x higher. One may ignore the Water, Mud, and Snow terrain types. One must consume 1.5x more Rations than standard. Reduce any Piercing damage one would receive by 5 (after armor).

Breathless
One ignores the effects of mountain sickness, and may comfortably hold their breath for 3x longer. Treat Stamina costs as 5 lower when determining additional gains to one's Stamina Combo while performing physical actions.

Goatstep
When one would use the Climb action, for the cost of 3 Skill Points, one may treat any surface which is not completely smooth as Precarious, allowing one to climb, and otherwise treat any other climbable surface as being one level more secure.

Unbound Strength
After one sees the result a Roll which is governed by one's Strength, for the cost of 2 Skill Points, one may treat the result of that Roll to be 99. For the cost of 3 Skill Points, one may treat the result of that Roll to be 100 plus the combined value of their Strength Traits, suffering a Strain to the limb used for that action with a severity of damage equal to that combined value. This ability may be applied to attacks for the purposes of calculating Damage.

Common Qualities:

Occupational: Woodsman, Soldier, Sage

Positive: Acclimatized, Long-Grasp, Iron-Willed

Negative: Brittle-Boned, Far-Sighted, Sleepy

Lore:

The most physically powerful of the ancestries, behemoths were so named by outsiders for their gigantic proportions. An 8ft behemoth is short among their kin, who are capable of reaching 10ft of height in extreme circumstances. Matching this height is the sheer density of muscle upon their frame. Behemoths are a vaguely caprine people, believed to be distant cousins to the mountain goats who they share their peak-top territory with.

Behemoths are exceptionally capable warriors, their immense strength allowing them to wield unparalleled arms and armor, and their blood, acclimated to their peaks, an unmatched stamina in lower elevations. Despite this capability, however, most behemoths are a peaceful folk, content to their mountain homes, though still ready to rain fury upon those who would encroach upon it. Behemoths generally get along well with adjacent human society, freely trading ideas and resources.

As a culture, behemoths are a very spiritual people. They believe in a divine persistence of the soul, though not via an afterlife, but a memory, glory, the greatest deed one has committed writ upon the world. Such a glory can be inherited, perhaps by blood, but most often it must be claimed by an individual of its spiritual equal. They believe this allows a piece of the eternal soul of the deed-maker to live on and forever bask in the pride of their descendants, and so it is that one should commit themselves to legacy, that it may one day be shared. This notion holds legitimate metaphysical power with behemoths, their magic being highly influenced by this practice, individual users often claiming the power of patron ancestors for their use.

Behemoth physiology is unique among the ancestries of Ventrulas. Notably is their sheer size, 8-10ft, and generally over 600lbs. They are often among the strongest of individuals, with a unique musculature that often appears deeply cleft, leaving recesses and seams along their limbs that exaggerates it in ways strange to humanoids. Their skin is rough, and takes on a medium-grey color. They are generally hairier than humans, with it concentrated upon their head, upper torso, and legs, growing short but fluffy, and ranging from any color a human may possess. Their digits reflect the cloven feet of their ancient kin, with a notable gap between between their pair of twin digits, which are four in total with no thumb, though each pair is individually dexterous enough to overcome this "missing" digit. The tops of their digits are also ridged with a horn like material, with some individuals (usually male) exhibiting this along their brow or across their scalp, not protruding far. Their faces feature yellow eyes set with horizontal pupils, very thin lips, and large jaws. They often struggle to pronounce plosives (P & B), making for often distinct accents when speaking the language of others.

Stellari

Attribute Bonuses: *+2 Intellect*

Height: *10 (~5' 6" Average)*

Weight: 9 *(~150lbs Average)*

Avoidance: *10*

Base Reach: *2ft*

Vision: *Standard*

Hearing: *Standard, Infrasonic*

Smell: *Poor (If Outside Water)*

Abilities:

Psionosocial
One cannot produce typical speech, and communicates telepathically. One may communicate with any individuals within a range of 10x one's Focus (in feet), requiring no declaration to occur. This may be any sensation one can imagine (including speech), and transcends language, and is indiscernible to anyone besides other Stellari or the targets.

Amphibious
One's body is adapted for water, and is supported by cartilage, rendering one immune from Bone Wounds. While in water, one is always benefiting from the Swim action, halves any movement penalties, raises one's Movement Limit by 5, and may hold their breath for a number of hours equal to 10 plus one's Vitality.

Compulsive Focus
Whenever one would make an Intellect or Acuity governed Roll, for the cost of 2 Skill Points, one may gain the Obsession Status, with the fixation pertaining the objective of that Roll. Choose what level of this Status to gain, it lasts a number of hours equal to that level, squared.

Telekinetic
One is capable of exerting their will physically. One is Familiar with the Force Ideal. As part of the Manipulate Item action, for the cost of 1 Skill Point, the target may be an object within a number of feet equal to one's Focus, using one's Acumen in place of any Strength modifiers. This ability may be used to apply one's Acumen to any Power/Might modifiers and Focus to Athletics modifiers one would add to a Roll or attack.

Common Qualities:

Occupational: Sage, Healer, Artist

Positive: Optimistic, Eidetic Memory, Flexible

Negative: Autophobia, Anxious, Migraines

Lore:

The most intellectually inclined of the ancestries of Ventrulas, stellari exist mentally as a pseudo-collective, with psionic linkages allowing them to access a deeper shared conscious of all their kin. Originally aquatic, they evolved socially, and along with it, a capacity for intellect, their marine habitat honing their latent capacity for magic to allow for a psionic disposition. They have since left their ancestral oceans, semi-amphibious and building cities atop the coastal regions of the continent.

Stellari may perhaps be best described as octopus-like in appearance, though this description is imperfect. They possess the elongated cranium of a cephalopod, with large eyes lacking any sclera. Their mouths are broken into multiple mandibles, hidden by a trio of short tentacle-like appendages to aid in eating. It is considered rude in stellari culture to expose one's mouth or intentionally produce sound from it. Their bodies are a fusion of humanoid form and aquatic adaptation, much flatter than a human's, with partial webbing making their limbs appear more as outgrown fingers than arms and legs. These appendages are long, flat, and unjointed, a cross between a flipper and a tentacle. They are supported by cartilage and dense muscle, and stellari can drastically wrinkle the ends of these limbs to produce a similar arrangement as fingers impressed through cloth to grant them finer dexterity. Stellari do not possess any orifice save for their mouth, instead using their skin as a membrane, as such outsiders often have trouble distinguishing between their sexes. Stellari skin is very soft and smooth, often a pale color, the base hue ranging from pink, red, blue, purple, or yellow-tan.

The psionic nature of stellari has given rise to a number of curious effects. They are considered by most the kindest of the ancestries, being highly empathetic, able to acutely feel the emotions of others to a degree where nearby negative sensations causes discomfort to themselves. Their telepathy allows them to communicate complex ideas very rapidly and without the ambiguity of speech; this and their inability to speak means language and deception does not come readily to them. When gathered, their powers amplify, allowing them to access much of their collective knowledge, and strong willed individuals may act as loci to direct their powers to great telekinetic effect.

Culturally, stellari are often insular from outside populations, while their cities and settlements are not strictly closed, in lacking psionics outsiders are unaware of their myriad, strict, unconscious laws, and as such are regarded as troublesome. All stellari however, find an individual obsession in life which they pursue to the exclusion of all else, and this may often take them beyond their homes, so while uncommon, stellari are encountered in the wider world, particularly in larger cities.

Qualities:

Each Quality describes some number of points and if it is positive or negative. When selecting a positive Quality, one must pay the corresponding number of Points to gain that Quality. When selecting a negative Quality, one gains the corresponding number of Points along with the Quality.

One may only gain a maximum of 10 Points when selecting negative Qualities, regardless if they are balanced against positive Qualities. One may select more negative Qualities than one may gain Points from if one wishes, however this has no benefit.

Some Ancestries will describe Common Qualities, reflecting widespread cultural practices, physiological features, or outlooks. Selecting occupational or positive Qualities from this list are each one Point cheaper, and selecting negative Qualities grant an extra Point.

Qualities are organized into the following categories, with any associated rules for their type described therein.

Occupational:

These Qualities reflect previous professions and backgrounds one has experienced prior to their adventure. These differ from Skills in that they reflect how such a background would have effected one's disposition or familiarity with certain tasks, less conventional wisdom, or physical/mental conditioning gained, rather than one's direct proficiency in tasks related to that career.

The Qualities have two levels, Novice and Veteran, which reflect how long one spent in such a career. There is no fixed period of time to satisfy either level, simply use one's best judgment when determining a backstory.

Each level has its own associated benefits. If the benefit of a Veteran level describes the same effect, but at a higher magnitude, as the Novice level, use this value instead. Otherwise, the benefits are cumulative with level.

The Point value described by each level is to obtain that level directly, not a cumulative cost (as with Attributes).

One may have up to two Occupational Qualities, and only one may exceed the level of Novice. While one may claim more than two past professions in one's backstory, some number or level of veterancy in any of these past jobs must be ignored mechanically.

Physical:

These Qualities reflect unique features of one's stature, metabolism, or body. Being Qualities, their features are broadly inalienable features which cannot be altered by training or conditioning (Tall for example).

One may mitigate certain negative physical Qualities by use of physical aids, such as glasses for the vision related Qualities. This requires such aids to be on one's person and properly equipped. Likewise, obtaining such aids requires additional cost or effort depending on the Quality.

Mental:

These Qualities reflect features of one's disposition, faculties, or certain psychological conditions.

Though these Qualities may describe certain aspects of one's personality traits, one is not forced to behave in a particular way by these Qualities beyond the described mechanical aspects unless one chooses to do so.

Likewise, one may behave in accordance with any such Qualities one does not possess if one so chooses, there simply is no mechanical response for doing so.

Fears:

These Qualities reflect specific, irrational fears and the circumstances which trigger them.

Listed here are a set of common phobias, with a trigger for the Fear Status, and a more specific trigger for the Terror Status. These triggers may require some interpretation from the GM to determine if they are met, but when they are, the corresponding Status is not volitional.

It is recommended to not allow for the selection of rare fears, as they are unlikely to arise naturally while potentially providing Points with minimal build compromise.

As with mental Qualities, one may act in a similarly fearful fashion whenever they so choose, these Qualities merely describe prescriptive circumstances for such behavior.

Negative Traits:

These Qualities provide a means to lower a Trait for Points.

Each lowers its corresponding trait by 5, to no minimum value (e.g. this may give a Trait a negative value). Likewise, each grants 3 Points. Aside from its name and the corresponding Trait, each such Quality is otherwise identical and simply uses the description above.

Negative Traits:

Puny:
Corresponds to the Athletics Trait.

Weak:
Corresponds to the Power Trait.

Frail:
Corresponds to the Might Trait.

Clumsy:
Corresponds to the Grace Trait.

Slow:
Corresponds to the Dexterity Trait.

Inert:
Corresponds to the Reflex Trait.

Faint:
Corresponds to the Fortitude Trait.

Sickly:
Corresponds to the Vitality Trait.

Torpid:
Corresponds to the Endurance Trait.

Inept:
Corresponds to the Acumen Trait.

Forgetful:
Corresponds to the Recollection Trait.

Inattentive:
Corresponds to the Focus Trait.

Oblivious:
Corresponds to the Awareness Trait.

Apathetic:
Corresponds to the Intuition Trait.

Witless:
Corresponds to the Instinct Trait.

Fears:

Zoophobia: *Negative, 1 Point*
Choose one of the following animal types; arachnids, snakes, flying insects, rodents, canines, or felines. Whenever one can see the chosen type of animal, one suffers the Fear Status. Whenever one is within Reach of the chosen type of animal, one suffers the Terror Status.

Claustrophobia: *Negative, 2 Points*
Whenever one is in a space where at least four sides of one's Facings (including above and below) are within Reach, one suffers the Fear Status. If one is physically constricted (e.g. cannot move beyond a slight shifting, not including bindings) along four or more Facings, one suffers the Terror Status.

Autophobia: *Negative, 3 Points*
Whenever one finds themselves in a situation where no other familiar individuals are within sight, though one otherwise is aware of their location and could use a Round of movement actions to reach them, one suffers the Fear Status. If one is strictly alone, they suffer the Terror Status.

Nyctophobia: *Negative, 4 Points*
Whenever one is outdoors during the evening, or in an unlit indoor space during this time, one suffers the Fear Status. If one finds themselves in a pitch-black or lightless space, one suffers the Terror Status.

Hemophobia: *Negative 5 Points*
Whenever one is visually exposed to blood, one suffers the Fear Status. Whenever one is within Reach of blood, one suffers the Terror Status. Lastly, whenever one is in physical contact with blood on their skin, one falls unconscious for d100 seconds. When awakened, one is immune to such fainting until next they sleep.

Occupational:

Peasant:
This occupation reflects the hard, mundane labor performed by commoners. This extends to laborers such as farmers, miners, fieldworkers, and others who may be considered "serfs". This does not extend to a strictly average individual as we may understand them, particularly those who we may consider of a "middle-class".

Novice: *2 Points*
One may ignore up to 1 level of the Hunger Status.

Veteran: *5 Points*
One accumulates Fatigue from repeated labor at 0.75x the standard rate. One may ignore a total amount of Pain of a value less than 10.

Traveler:
This occupation includes those who travel frequently and distantly as part of their trade, especially when such travel involves camping or isolated evenings. This includes missionaries, couriers, and merchants.

Novice: *2 Points*
One may travel 1.2x faster, by foot, mount, or vehicle.

Veteran: *5 Points*
One may treat the quality of their bedding as one level higher (to a maximum of Good). One suffers the penalties of extended travel at half the rate.

Acolyte:
This occupation includes those who not only have a greater than average faith or affinity to religion, but have served in some corresponding official capacity. This includes priests, monks, dedicated cultists, and novitiates.

Novice: *2 Points*
Assuming no prior conflict, one may find sanctuary among any groups of individuals or places of worship of their shared faith, to the best of their hosts' ability.

Veteran: *5 Points*
One gains an intimate familiarity with the precepts, texts, and/or mythos of their faith, being able to accurately recount any such information. One may pray, meditate, or worship in a manner consistent with their faith during a Brief Rest. When doing so, decrease one's Stress by 3 per hour spent this way.

Woodsman:
This occupation includes those who spend most of their laboring days in the outdoors. This occupation concerns the natural environment in which one works, be it literal forests, or some other distinct biome, which should be determined when selecting this occupation. This includes hunters, fishermen, rangers, and lumberjacks.

Novice: *3 Points*
One possesses knowledge of the plants, animals, and terrain of the natural environment local to one's career, needing no Roll to identify them. One may ignore any effects of "discomfort" in regards to travel, camping, and work outdoors one would suffer as a consequence of weather (not including the physical consequences of terrain, temperature, or weather).

Veteran: *6 Points*
Assuming access to sufficient resources, one can produce fire and shelter without needing to make a Roll to determine success. One's Instinct Trait is increased by 3 (to a maximum of 10). One begins character creation with 50 additional Experience, which may only be used to purchase Marksmanship or Brushcraft Skills.

Artist:
This occupation includes those who could sell their creativity, if so inclined. Related pursuits include creating visual works, performance, or playing an instrument, though any medium may be included. This includes painters, sculptors, poets, bards, musicians, and actors.

Novice: *3 Points*
Choose from among music, illustration, sculpture, literature, and performance. One gains 2 levels of Proficiency in the creation of this art. Whenever one endeavors for at least three days to produce a piece of art, if the resulting Roll to determine the result is Critical and a Success, one receives 1 level of the Inspired Status until one next produces art.

Veteran: *6 Points*
During Downtime, if one seeks an income using one's art, one may make a Roll. One earns an additional percentage of pay equal to the result. Whenever one would receive the Inspired Status, the level is increased by 1. If one is experiencing a level of the Inspired Status greater than 1, one may grant one level of this Status to a willing individual, through use of their art.

Soldier:
This occupation extends to those whose main profession is combat and killing. As the name of this profession suggests, this can be in an organized or official capacity, but also extends to more individual warriors. This includes men-at-arms, mercenaries, warriors, gladiators, and brigands.

Novice: *3 Points*
One does not suffer the Fear Status when a Call to Combat occurs. One begins character creation with 50 additional Experience, which may only be used to purchase Weapon Proficiency Skills, and the corresponding weapon at no cost.

Veteran: *6 Points*
One may sleep whenever they choose, no matter how wakeful. One's Athletics Trait is increased by 3 (to a maximum of 10). One begins character creation with 25 additional Experience, which may only be used to purchase Combat Skills.

Craftsman:
This occupation includes any whose "craft" is literal. This includes the skillful creation of any number of possible goods, though is distinguished by such trades requiring some more advanced training, such that one may belong to an organized guild. This includes various varieties of smith, carpenters, leather workers, tinkerers, and masons.

Novice: *4 Points*
Choose from among woodcraft, textiles, smithing, stonework, and husbandry. One begins character creation with 2 levels of Proficiency with a tool set of one's choice governed by this trade, and 1 level in each other tool set governed by this trade. One may contribute to the maintenance up to three individuals worth of equipment, so long as the material/nature of this equipment falls under one's trade. This occurs automatically during downtime and rest without a need for declaration, unless one elects not to do so.

Veteran: *10 Points*
One begins character creation with 3 levels of Proficiency with their chosen tool set, and 2 levels in each other tool set of one's trade. One's Dexterity Trait is increased by 3 (to a maximum of 10). When performing work with one's chosen tool set, one does not need to choose between "Expedience" or "Quality", and may use the time of the former and outcome of the latter.

Healer:
This occupation includes those who provide medical aid as their main profession. This includes herbalists, doctors, surgeons, nurses, and spiritual assistants.

Novice: *4 Points*
One can tell how long a wounded individual has until they expire, in hours or minutes as applicable. One begins character creation with 50 additional Experience, which may only be spent on Medicine or Herbalism Skills.

Veteran: *10 Points*
One is aware of the medicinal properties of any herbs or substances in the region of one's career. One's Vitality Trait is increased by 3 (to a maximum of 10). One may ignore the effects of Stress when making Rolls to aid others.

Sage:
This occupation includes those whose primary labor is study. This includes the mages, scholars of the past, professional thinkers, men of the sciences, or any occupied erudite. Specific examples include mages, scientists, scholars, historians, scribes, librarians, and astronomers.

Novice: *4 Points*
Chooses from among the Humanities, Arcana, or the Formal, Natural, or Social Sciences. One begins character creation with 2 levels of Proficiency in this study, and 1 in each other. One can read, write, and study 1.5x faster than standard, and is fluent three additional languages (written only).

Veteran: *10 Points*
One begins character creation with 3 levels of Proficiency in their field of study, and 2 in each other. One's Acumen Trait is increased by 3 (to a maximum of 10). Whenever one studies, one may gain a third more Experience for their time spent.

Noble:
This occupation reflects those who lead a life of wealth and rare labor. This includes actual landed/titled members of a house, as well as those with significant finances. Examples include lords, knights, tycoons, celebrities, and kings.

Novice: *7 Points*
One begins character creation with 3x the standard starting funds. One is unlikely to be tried for minor crimes committed local to one's holdings (though one may still be apprehended).

Veteran: *15 Points*
One begins character creation with 5x the standard starting funds. Local to one's holdings, one is not tried for minor crimes, and is unlikely to be tried except for major crimes. One owns a parcel of land near one's birthplace, use 100 acres as a reference. One may claim an income from this land.

Physical:

Ambidextrous: *Positive, 2 Points*
One may use either hand with equal proficiency, excluding the penalties of ill-fitted equipment. Mutually exclusive with Left-Handed.

Acclimatized: *Positive, 2 Points*
One may ignore any discomfort from temperature or weather, until the point of more severe negative penalties.

Hyper-Immune: *Positive, 3 Points*
One recovers from Illness Statuses 2x faster, where time is a factor. If one is exposed to a vector for such a Status which allows for a Roll to determine infection, one may apply their Vitality to any positive modifiers to resist infection (this is additive with any previously listed Vitality bonuses).

Heavy Frame: *Positive, 3 Points*
Increase one's Weight value by 1.2x (rounding up). One receives a +5 bonus to the Brace action.

Flexible: *Positive, 4 Points*
When targeted by an attack while one is considered Pinned, if the result is odd, one is instead considered not Pinned. One may squeeze though spaces exactly one's dimensions, not requiring free room or assistance.

Lightfooted: *Positive, 5 Points*
Decrease one's Weight value to 0.8x (rounding down). Increase one's Avoidance by 3. Halve the audible volume of one's footsteps.

Tall: *Positive, 5 Points*
Increase one's Height value by 1.1x (rounding up) and one's Base Reach by one 1.2x (again, rounding up). Mutually exclusive with Short.

Long-Grasp: *Positive, 5 Points*
Increase one's Base Reach by one 1.2x (rounding up, multiplicative with Tall).

Lung-Capacity: *Positive, 7 Points*
Treat one's Stamina Combo as 1 lower when gaining Fatigue. Mutually exclusive with Asthmatic.

Tough: *Positive, 10 Points*
One recovers from Injury and Wound Statuses 2x faster, where time is a factor. Unless caused by Arterial or Internal source, one cannot die of blood loss. Mutually exclusive with Hemophilia.

Left-Handed: *Negative, 1 Point*
With equipment which is not ambidextrous in design, one must seek out left handed designs or one may not apply their Proficiency. For half of the original cost, one may acquire Proficiency in a Skill with one's right hand, up to the Proficiency of one's left hand. Mutually exclusive with Ambidextrous.

High-Appetite: *Negative, 2 Points*
One must consume 1.5x more Rations than normal.

Short: *Negative, 3 Points*
Decrease one's Height value to 0.9x (rounding up) and one's base Reach to 0.9x (again, rounding up). Mutually exclusive with Tall.

Near-Sighted: *Negative 3 Points*
Outside a range, in feet, equal to 5 plus one's Awareness, everything one could see is considered Lightly Obstructed. Outside 5x this range, everything is considered Heavily Obstructed. Mutually exclusive with Far-Sighted.

Far-Sighted: *Negative, 4 Points*
Inside a range, in feet, equal to 5 plus one's Awareness, everything one can see is considered Lightly Obstructed. Within one's Reach, everything is considered Heavily Obstructed. Mutually exclusive with Near-Sighted.

Brittle-Boned: *Negative, 5 Points*
If one suffers any damage which would inflict a Contusion, the Fractured Bone Wound is additionally inflicted. Otherwise, if one would suffer the Fractured Bone Wound, one suffers the Broken Bone Wound instead.

Anemic: *Negative, 5 Points*
One may only suffer 0.8x the usual value of Bloodloss.

Hemophilia: *Negative, 5 Points*
One cannot naturally recover from Bleed effects, requiring intervention. Mutually exclusive with Tough.

Asthmatic: *Negative, 5 Points*
One cannot reset their Stamina Combo while suffering any Fatigue. Mutually exclusive with Lung-Capacity.

Amputee: *Negative, 7 Points*
One is missing some component of a limb, to a minimum of at least 3 digits, any corresponding complications are within the discretion of the GM.

Mental:

Almanac: *Positive, 2 Points*
One always knows the time of day, to the minute, as well as the four cardinal directions. If outdoors, one can tell what the weather will be to exactly within the corresponding time of the following day.

Eidetic Memory: *Positive, 2 Points*
One can perfectly recall any visual information one has experienced within a number of minutes equal to 15 plus one's Recollection.

Optimistic: *Positive, 3 Points*
One's Stress may not exceed 30. Furthermore, one may recover Stress at all times, beyond just one's sleep. Mutually exclusive with Irritable.

Cat-Eared: *Positive, 3 Points*
One may hear sounds of a higher range than standard for one's senses, up to frequencies 1.5x greater than standard Additionally, one has perfect pitch.

Multilingual: *Positive, 4 Points*
One is fluent in an additional language beyond their birth tongue (both spoken and written), as well as one further language (spoken only).

Wakeful: *Positive, 5 Points*
One requires a 0.75x less sleep than usual to prevent the Tired/Sleep Deprived Statuses. Mutually exclusive with Sleepy.

Vigilant: *Positive, 5 Points*
One cannot suffer the Surprised Status, and is able to apply their Passive sense of hearing and smell even while asleep.

Canny: *Positive, 5 Points*
Whenever one succeeds at an action governed by one's Acuity, one may become aware if they are being watched.

Brave: *Positive, 7 Points*
When one would become inflicted with the Terror Status, treat it instead as the Fear Status. Otherwise, one is immune to the Fear Status.

Iron-Willed: *Positive, 10 Points*
One may ignore the effects of up to one Psychological Status at any given time.

Gullible: *Negative, 1 Point*
One cannot make a Roll to determine if another individual is being dishonest.

Anxious: *Negative, 2 Points*
Whenever there is a Call to Action, no matter the context, one suffers the Fear Status.

Illiterate: *Negative, 3 Points*
One cannot read or write. May be selected alongside Multilingual; ignore any benefit to writing.

Sleepy: *Negative, 3 Points*
One requires a 1.25x more sleep than usual to prevent the Tired/Sleep Deprived Statuses. Mutually exclusive with Wakeful.

Nightmares: *Negative, 4 Points*
Whenever one sleeps, if they currently have any Stress, make a Roll. On an odd result, one suffers a nightmare, which interrupts their sleep. When this occurs, one gains no benefits of sleep beyond reducing Stress and those of a Brief Rest.

Disorganized: *Negative, 5 Points*
One may only fit 0.66x the usual quantity of items into containers. When attempting to retrieve an item from one's inventory, it costs 3x the AP or time to retrieve.

Irritable: *Negative, 5 Points*
Whenever one fails a Roll, one gains 2 Stress. When the amount of Stress gained this way reaches 10, one loses this Stress, and gains the Rage Status for one minute. Mutually exclusive with Optimistic.

Paranoid: *Negative, 5 Points*
Whenever one fails a Roll which would be governed by one's Acuity, one suffers 3 Stress. Furthermore, when searching for something, one always detects a stimulus on a Critical result of any involved Roll.

Migraines: *Negative, 5 Points*
Make a Roll every time one awakens. On a result of 1-5, one suffers a migraine that day a number of hours after they awaken equal to the result, which lasts until one sleeps a corresponding number of hours. One suffers one level of the Blind Status during the preceding hour, which becomes 20 Pain, 10 Stress, and 2 levels of the Nausea Status during the period of the migraine.

Addiction: *Negative, 7 Points*
Choose a vice from tobacco, alcohol, or gambling. One must engage with that vice every hour, day, or week, respectively, or correspondingly gain 1, 3, or 5 Stress, to a maximum of 50. This Stress cannot be lost during sleep or any other activity, only by engaging with this vice.

Skills:

Experience:

Experience (or xp) is used to acquire Skills, with the exact amount corresponding to the complexity of the Skill. One gains xp as a part of character creation, to be used during that time. Following this, Training and Study (see Downtime) may be used to gain xp during calmer periods. Additionally, a GM may award xp whenever they wish, generally as a reward from adventure. It is recommended that the amount of Experience awarded does not exceed 3x the amount one could Train/Study for in the same duration as that period of the adventure as a baseline value, though remarkable events may merit additional reward.

Skills are obtained with xp as a product of internalizing it, as one does not simply spontaneously develop new talents. Rendering unspent xp into Skills is referred to as "applying" the experience. This is automatically done during the creation process, as it is assumed such xp was applied during one's past. Otherwise, Practice and Reflection are used for this purpose, each corresponding to Training/Study respectively.

While one Trains or Studies, earned xp is automatically applied. Otherwise, Practice applies xp as if one is Training, and Reflection as if one is Studying. These processes are faster than their counterparts, as they do not generate xp.

When applying xp, the amount of applied xp must equal the cost of whichever Skill one wishes to obtain, and is not considered to remain applied between attempts at obtaining a Skill, though it is not otherwise lost.

Levels & Tiers:

Skill costs may be listed as leveled or tiered. Either presents a progression of the Skill, with each step independent of the last, requiring the previous level as a prerequisite. Otherwise, a single xp cost will be listed for the entire Skill.

Leveled Skills will define a fixed cost for the first half of their range, and a value defined per level for the latter half. Unless maximizing a leveled Skill (using the "_xp Total" value), one should pay each cost individually to avoid confusion. Such Skills generally have 10 levels, though some may exceed this value.

Tiered Skills will list a series of costs, each separated by a slash, with the order of tiers proceeding from left to right. Each cost is independent and in sequence. Such Skills generally have 3 tiers, though some have only 2.

Proficiency & Expertise:

Proficiency and Expertise each represent a degree of one's familiarity or talent for a given class of Skill or action. Each is raised via a corresponding Skill, with Proficiency this is generally a leveled Skill, and for Expertise a tiered Skill.

Proficiency (Prof. for short) is determined on an individual basis (e.g. different talents require their own), and ranges from 1-10, or simply 0 if unproficient. Proficiency is used as a modifier for Rolls related to its talent, and will be explicitly referenced where applicable. Likewise, many Skills also use Proficiency as a prerequisite, so consider this when obtaining Skills.

Expertise generally represents less strictly defined knowledge, though still within a singular field. Expertise ranges from Novice, Expert, or Master, or simply Inexpert with no Expertise. The relative tier of Expertise may be used in a calculation, though generally one's Expertise is compared against a necessary Expertise for a task.

Active Skills:

Some Skills are actively considered and used. In such cases the Skill will require a cost in Skill Points (see Faculties) to be paid for its use. This generally is done as part of performing an action; see Skills individually to determine if this is required and if any restrictions apply. Otherwise, one may be considered as always benefiting from a Skill (or a component of it) if it does not list a cost.

As Skills reflect talents which one must leverage to their advantage (active or not), one may elect to not benefit from a Skill for any reason, instead acting in the capacity of a novice. Likewise, should one forget to apply the benefit of a Skill, it is per the discretion of the GM to determine if this should necessitate altering the events of a narrative to retroactively allow it; such benefits are implicitly considered as saying "may", not "must".

General Skills:

Miscellaneous:

Wildcard Proficiency:
Cost: *3 for Levels 1-5, 4 + Level for Levels 6-10 (75xp Total)*
Choose a talent not otherwise defined by another Proficiency or Expertise Skill. This talent must otherwise generally require a Roll to successfully engage in and be governable by a Trait (rather than Rolls simply made for variance). Increase one's Proficiency in the chosen talent by the level of this Skill. Record this Skill as being of the chosen talent (as opposed to "Wildcard Proficiency").
Prerequisites: *GM approval. Maximum of 3 Wildcard Profs.*

Specialization:
Cost: *20/30/50 (100xp Total)*
Tier 1:
Chose a Proficiency one has mastered. Treat any modifier afforded by this Proficiency as 11. This Skill may only be selected to enhance one Proficiency Skill.
Tier 2:
Treat any modifier afforded by the Proficiency as 13.
Tier 3:
Treat any modifier afforded by the Proficiency as 15.
Prerequisites: *Prof. 10 (in chosen Proficiency).*

Conditioning:
Cost: *60xp*
Choose an Attribute with an assignment of less than 3. Raise that assignment by 1, and one may increase the assignments of any of its governed Traits by 5 total. Follow the same rules for assigning each as during creation. One may obtain this Skill any number of times, though losing the benefits of the fourth latest instance upon obtaining (e.g. benefit 3x).
Prerequisites: *May not be selected during character creation.*

Minor Fate:
Cost: *25xp*
This Skill is Temporary. After performing any Roll, upon seeing the result, one may choose to Reroll, keeping whichever result they prefer and ignoring the other. Once this Skill has been used, it is lost unless relearned.

Attribute-Based:

Strong Back:
Cost: *15xp*
Increase one's effective Weight by one's Strength for the calculations involving moving/holding weights.

Might Makes Right:
Cost: *25xp*
When performing an action, for the cost of 2 Skill Points, one may apply their Strength as an additional bonus to any Dexterity or Vigor governed bonuses for that action.

Fleet of Foot:
Cost: *15xp*
Increase one's Base Movement Limit by one's Agility.

Quick to Act:
Cost: *25xp*
Decrease the Initiative of all actions one declares by one's Agility, to a minimum of halve the usual value.

Miserable Motivation:
Cost: *15xp*
For every 5 Pain one is suffering, one may ignore an amount of Fatigue and Exhaustion equal to one's Vigor.

Adrenaline:
Cost: *25xp*
Whenever one would receive a Wound/Injury Status or Stress, one may ignore an amount of Pain equal to 3x one's Vigor for one minute, as well as ignore up to an additional 10 Stamina when determining gains to one's Stamina Combo. One must Rest before regaining use of this ability.

Passive Learner:
Cost: *15xp*
Whenever one would gain xp as a product of adventure or Study, one gains an additional amount equal to their Intellect. One must fully engage in an Extended Rest to benefit from this Skill again once receiving its bonus.

Insatiable Curiosity:
Cost: *25xp*
During Downtime, one may gain an amount of xp each week equal to one's Intellect unless specifically Studying/Reflecting.

Gut Feeling:
Cost: *15xp*
Whenever one would make a Roll, for the cost of 3 Skill Points, one may raise or lower the result by up to one's Acuity.

Force of Personality:
Cost: *25xp*
When performing the Speak action, for the cost of 4 Skill Points, select a number of individuals, up to one's Acuity, whom one is visible to (one may select themselves). All those selected may end one Mental Status they are inflicted with, or otherwise gain one level of the Inspired Status.

Combat Skills:

Skill of Arms:

Melee Weapon Proficiency:
Cost: *15 for Levels 1-5, 5x Level for Levels 6-10 (275xp Total)*
When selecting the first level of the Skill, choose a weapon. Increase one's Melee Proficiency with the chosen weapon by the level of this Skill. May be obtained for each weapon.

Precise Strikes:
Cost: *35/20/15 (70xp Total)*
Tier 1:
One may use the Aim attack tertiary.
Tier 2:
One may use the Strike attack tertiary.
Tier 3:
One may use the Considered Strike attack tertiary.
Prerequisites: *Melee Weapon Prof. of (3/5/7) per tier.*

Empowered Blows:
Cost: *20/15/10 (55xp Total)*
Tier 1:
One may use the Power Attack attack tertiary.
Tier 2:
One may use the Reach attack tertiary.
Tier 3:
Increase the Damage of one's attacks by 5 if using a Two-Handed Grip with an Ambihanded attack.
Prerequisites: *Melee Weapon Prof. of (3/5/7) per tier.*

Marksmanship:

Ranged Weapon Proficiency:
Cost: *15 for Levels 1-5, 5x Level for Levels 6-10 (275xp Total)*
When selecting the first level of the Skill, choose a weapon. Increase one's Ranged Proficiency with the chosen weapon by the level of this Skill. May be obtained for each weapon.

Keen Aim:
Cost: *35/20/15 (70xp Total)*
Tier 1:
When Rolling to randomly determine where a target is struck, one may add or subtract up to one's Proficiency plus one's Dexterity for the cost of 1 Skill Point.
Tier 2:
When performing the Aim action, for the cost of 1 Skill Point, one may ignore that their target is moving.
Tier 3:
For the cost of 2 Skill Points, when firing a shot, one may land the shot against a specific area of a target on any type of Hit.
Prerequisites: *Ranged Weapon Prof. of (3/5/7) per tier.*

Fire Control:
Cost: *20/15/10 (55xp Total)*
Tier 1:
Halve the AP cost of the Fire, Loose, or Throw actions (rounded up) if performed with no addended actions.
Tier 2:
Reduce any penalty to the Dispersion of one's shots inflicted by one's position by 2.
Tier 3:
When determining where a shot would scatter, one may add or subtract 1 from both the value of the 10's and 1's places.
Prerequisites: *Ranged Weapon Prof. of (3/5/7) per tier.*

Brawling:

Unarmed Proficiency:
Cost: *10 for Levels 1-5, 3x Level for Levels 6-10 (170xp Total)*
Increase one's Unarmed Proficiency by the level of this Skill.

Grappling:

Grapple Proficiency:
Cost: *4 for Levels 1-5, 2x Level for Levels 6-10 (100xp Total)*
Increase one's Grappling Proficiency by the level of this Skill.

Wrestling:
Cost: *10/15/25 (50xp Total)*
Tier 1:
One may both change hold and increase tightness by a single use of the Grasp action.
Tier 2:
One may use the Flip and Wrench actions.
Tier 3:
For the cost of 2 Skill Points, one may ignore the Stamina cost of the Struggle or Escape actions.
Prerequisites: *Grapple Prof. of (3/5/7) per tier.*

Restraining:
Cost: *10/15/25 (50xp Total)*
Tier 1:
One may use the Choke and Nelson Holds.
Tier 2:
One may use the Armlock, Armbar, and Keylock Holds.
Tier 3:
One may perform the Grasp action at no Stamina cost.
Prerequisites: *Grapple Prof. of (3/5/7) per tier.*

Battlesense:

Gauge Swings:
Cost: *35/40/45 (120xp Total)*
Tier 1:
One may determine if an attack originating from an Engaged enemy will Hit or Miss oneself prior to any redeclarations.
Tier 2:
One may additionally determine the exact result of an attack Roll originating from an Engaged enemy.
Tier 3:
At the beginning of each Step, one may know if the declared action of an Engaged enemy is an attack the following Step.

Combat Awareness:
Cost: *15/25/35 (75xp Total)*
Tier 1:
Beginning each Step, one may know the Initiative of any Engaged enemies.
Tier 2:
Beginning each Round, one may know how many actions any Engaged enemies have declared.
Tier 3:
Beginning each Round, one may know how much unspent AP any Engaged enemy has retained.

Rangefinding:
Cost: *15/25/40 (80xp Total)*
Tier 1:
For the cost of 1 Skill Point, one may freely determine their exact distance from an Engaged enemy prior to declaring any action.
Tier 2:
For the cost of 1 Skill Point, one may determine their distance from a target which they can clearly see, to the nearest foot, prior to declaring an action.
Tier 3:
One may freely know either of the prior distances at any time.

Guard:

En Guard
Cost: *15/20/20 (55xp Total)*
Tier 1:
When one Draws a weapon, one may have it initially enter a Guard position of one's choosing.
Tier 2:
One may perform the Change Guard action for free once per Round (this only counts once for repeated instances).
Tier 3:
While declaring actions, for the cost of 1 Skill Point, one may reduce the total AP cost of the Change Guard, Heighten Guard, or Restore Guard actions by one's Weapon Proficiency plus Dexterity for this Round, to a minimum of 3.

To Arms:
Cost: *5/15/15 (35xp Total)*
Tier 1:
When one Draws a weapon, one may have it initially drawn into any Grip of one's choosing.
Tier 2:
One may use the Change Grip action for free once per Round.
Tier 3:
When one performs the Draw Weapon action, one may reduce its Initiative that Step by one's Weapon Proficiency.

Interception:

Intercept Proficiency:
Cost: *2 for Levels 1-5, 2 + Level for Levels 6-10 (60xp Total)*
Increase one's Intercept Proficiency by the level of this Skill.

Block Proficiency:
Cost: *3 for Levels 1-5, 5 + Level for Levels 6-10 (80xp Total)*
Increase one's Block Proficiency by the level of this Skill.

Parry Proficiency:
Cost: *5 for Levels 1-5, 5 + Level for Levels 6-10 (90xp Total)*
Increase one's Parry Proficiency by the level of this Skill.

Blocking:
Cost: *20/30/40 (90xp Total)*
Tier 1:
One may ignore the Stamina cost of the Block action if the Heft of one's weapon equals or exceeds that of the weapon performing the attack.
Tier 2:
When performing the Block action one may treat a successfully Intercepted attack as not being Critical.
Tier 3:
For the cost of 1 Skill Points, one may reduce the effect of a Major Failure to simply a Failure when using the Block action.
Prerequisites: *Block Prof. of (3/5/7) per tier.*

Parrying:
Cost: *20/30/40 (90xp Total)*
Tier 1:
One may use the Parry action if Off-Balance.
Tier 2:
For the cost of 1 Skill Point, one may add their Dexterity to their modifier for Intercept checks made to Parry.
Tier 3:
For the cost of 2 Skill Points, one may have their Guard in any position relative to an incoming attack when performing the Parry Action.
Prerequisites: *Parry Prof. of (3/5/7) per tier.*

Dodging:

Dodge Proficiency:
Cost: *5 for Levels 1-5, 5 + Level for Levels 6-10 (90xp Total)*
Increase one's Dodge Proficiency by the level of this Skill.

Dash:
Cost: *20/25/30 (75xp Total)*
Tier 1:
One may gain both a movement bonus and Avoidance bonus from the Dodge action if it was repeated 3 or more times.
Tier 2:
For the cost of 2 Skill Points, one may increase the bonus movement gained from Dodging by 1.5x.
Tier 3:
For the cost of 3 Skill Points, one may choose to not count movement from Dodging against one's Move Limit.
Prerequisites: *Dodge Prof. of (3/5/7) per tier.*

Acrobatics:
Cost: *20/25/30 (75xp Total)*
Tier 1:
Reduce the Initiative of any Dodge actions one takes by a value equal to one's Reflex.
Tier 2:
For the cost of 2 Skill Points, one may ignore any penalty to Balance inflicted by Dodging.
Tier 3:
For the cost of 3 Skill Points, one may apply their Base Avoidance when applying bonuses from Dodging.
Prerequisites: *Dodge Prof. of (3/5/7) per tier.*

Poise:

Poise Proficiency:
Cost: *5 for Levels 1-5, 5 + Level for Levels 6-10 (90xp Total)*
Increase one's Proficiency in the Brace and Repose actions by the level of this Skill.

Resilience:
Cost: *15/15/15 (45xp Total)*
Tier 1:
One may perform the Brace action at no Stamina cost.
Tier 2:
One may use the Brace action if they have previously moved this Round, though only via the Move action.
Tier 3:
One may add their Weight to the bonus of the Brace action.

Restoration:
Cost: *15/15/15 (45xp Total)*
Tier 1:
One may treat the Repose action as a repeatable action.
Tier 2:
One may treat the Repose action as a secondary action.
Tier 3:
One may regain a fifth of the Balance they would via the Repose action at the beginning of each Round, regardless of any actions taken, so long as one is standing.

Shields:

Shield Proficiency:
Cost: *2 for Levels 1-5, 5 + Level for Levels 6-10 (75xp Total)*
Increase one's Melee Proficiency with a chosen shield by the level of this Skill. May be taken independently for each shield.

Shield-Bearing:
Cost: *35/20/15 (70xp Total)*
Tier 1:
One may use a shield with which they are proficient to perform the Block action.
Tier 2:
When performing an attack which passes through an area which one's shield covers, one may reduce the penalty to that attack by up to their Proficiency with that shield.
Tier 3:
One may perform the Push, Shove, and Bash attacks with their shield, regardless of any other proficiency.
Prerequisites: Shield Prof. of (3/5/7) per tier.

Armor:

Armor Proficiency:
Cost: *10 for Levels 1-5, 3x Level for Levels 6-10 (170xp Total)*
Increase one's Proficiency with a chosen type of armor by the level of this Skill. May be taken independently for each type.

Mobility:
Cost: *15/20/25 (60xp Total)*
Tier 1:
Reduce the total apparent Hindrance to one's Movement Limit from all worn armor by 1.
Tier 2:
One may ignore any Encumbrance from worn armor.
Tier 3:
Halve the total apparent Restriction one feels from all their worn armor during a Call to Action.
Prerequisites: *Armor Prof. of level (3/5/10) per tier.*

Resistance:
Cost: *15/20/25 (60xp Total)*
Tier 1:
While benefiting from the Dodge action, if one is struck by a melee attack, one may accept the blow on an undamaged section of one's armor, ignoring any compromises to its Threshold unless it is already totally compromised.
Tier 2:
If one is struck by a Critical melee attack, and is not Pinned or otherwise immobilized, then for the cost of 1 Skill Point one may negate that Critical result as if their armor were resistant.
Tier 3:
For the cost of 4 Skill Points, while benefiting from the Brace action, whenever one would next take damage this Round one may halve the incoming damage.
Prerequisites: *Armor Prof. of (3/5/10) per tier.*

General Melee Attacks:

Swipe:
Cost: *10xp*
Prerequisites: *Weapon Prof. of 1+.*

Score:
Cost: *20xp*
Prerequisites: *Weapon Prof. of 7+.*

Slice:
Cost: *20xp*
Prerequisites: *Weapon Prof. of 3+.*

Sweep:
Cost: *25xp*
Prerequisites: *Weapon Prof. of 5+.*

Slash:
Cost: *25xp*
Prerequisites: *Weapon Prof. of 5+.*

Cleave:
Cost: *40xp*
Prerequisites: *Weapon Prof. of 7+.*

Chop:
Cost: *20xp*
Prerequisites: *Weapon Prof. of 3+.*

Hack:
Cost: *25xp*
Prerequisites: *Weapon Prof. of 5+.*

Hew:
Cost: *35xp*
Prerequisites: *Weapon Prof. of 7+.*

Stab:
Cost: *10xp*
Prerequisites: *Weapon Prof. of 1+.*

Thrust:
Cost: *30xp*
Prerequisites: *Weapon Prof. of 5+.*

Pierce:
Cost: *40xp*
Prerequisites: *Weapon Prof. of 7+.*

Club:
Cost: *10xp*
Prerequisites: *Weapon Prof. of 1+.*

Smash:
Cost: *15xp*
Prerequisites: *Weapon Prof. of 3+.*

Bash:
Cost: *20xp*
Prerequisites: *Weapon Prof. of 3+.*

Crush:
Cost: *35xp*
Prerequisites: *Weapon Prof. of 5+.*

Weapon Specific:

Flick:
Cost: *40xp*
Prerequisites: *Weapon Prof. of 7+.*

Whirl:
Cost: *40xp*
Prerequisites: *Weapon Prof. of 7+.*

Fell:
Cost: *40xp*
Prerequisites: *Weapon Prof. of 7+.*

Gore:
Cost: *40xp*
Prerequisites: *Weapon Prof. of 7+.*

Half-Blade:
Cost: *40xp*
Prerequisites: *Weapon Prof. of 7+.*

Skewer:
Cost: *40xp*
Prerequisites: *Weapon Prof. of 7+.*

Hook:
Cost: *40xp*
Prerequisites: *Weapon Prof. of 7+.*

Crack:
Cost: *35xp*
Prerequisites: *Weapon Prof. of 5+.*

Bat:
Cost: *35xp*
Prerequisites: *Weapon Prof. of 5+.*

Pommel Strike:
Cost: *35xp*
Prerequisites: *Weapon Prof. of 5+.*

Poke:
Cost: *30xp*
Prerequisites: *Weapon Prof. of 3+.*

Martial Arts:

Haymaker:
Cost: *10xp*

Hook:
Cost: *15xp*

Jab:
Cost: *15xp*

Uppercut:
Cost: *25xp*

Cross:
Cost: *25xp*

Lunge:
Cost: *20xp*

Falling Elbow:
Cost: *20xp*

Sweeping Elbow:
Cost: *20xp*

Front Kick:
Cost: *10xp*

Side Kick:
Cost: *10xp*

Back Kick:
Cost: *15xp*

Roundhouse:
Cost: *25xp*

Axe Kick:
Cost: *25xp*

Dropkick:
Cost: *30xp*

Trip:
Cost: *15xp*

Knee:
Cost: *10xp*

Stomp:
Cost: *10xp*

Advanced Techniques:

Kip-Up:
Cost: *10xp*
When declaring the Rise action, for the cost of 1 Skill Point, one may reduce the AP cost of that action by one's Reflex, and declare the action as if it were a Tertiary action.

Rolling Barrage:
Cost: *15xp*
For the cost of 1 Skill Point, one may addend the Reload action to the Run or Sprint actions at no additional AP cost.

Relentless:
Cost: *15xp*
Whenever an individual with whom one is Engaged would create an Opening, one may declare the Move action for no AP cost in addition to any other actions.

Rank and File:
Cost: *15xp*
When one would use the Move action, up to 2 allied individuals within one's Reach may move in unison during that action at no AP cost to themselves.

Tactical Roll:
Cost: *20xp*
When one performs the Dodge action, for the cost of 2 Skill Points, one may change their Facing, and immediately addend the Move action (paying any necessary costs), rolling away. In such a case, one does not provoke an Opening.

Ambush:
Cost: *25xp*
When catching another individual by Surprise, one may use spend a full 100 AP during the Surprise Round.

Shield Formation:
Cost: *30xp*
One and one's allies may benefit from the passive coverage of each other's shields if every individual is within mutual Reach.

With the Wind:
Cost: *35xp*
Whenever one is benefiting from the Dodge action and would be struck by an attack, for the cost of 2 Skill Points, one may increase their effective damage Threshold against that attack by one's Grace.

Fancy Footwork:
Cost: *40xp*
Whenever a Call to Action occurs, for the cost of 3 Skill Points, one may increase their Avoidance by 1.5x for the duration of that Call to Action

Rending Strike:
Cost: *15xp*
Melee attacks one lands against armor always reduce its Integrity by 1 greater (cumulative with other effects).

Bully:
Cost: *25xp*
During a Call to Action, any melee attack one makes which targets an individual Engaged with oneself and at least one other allied individual may be treated as benefiting from the Aim tertiary (at no additional cost/Initiative).

Vendetta:
Cost: *25xp*
During a Call to Action, any melee attack one makes may be considered as benefiting from the Power Attack tertiary so long as it targets the last individual who inflicted damage to oneself (at no additional cost/Initiative).

Underhanded:
Cost: *25xp*
Whenever one declares an attack with a melee weapon, for the cost of 1 Skill Point, one may declare an unarmed melee attack as a Secondary action addended to that attack. Treat the Initiative of this new attack as the same as the original attack.

Vicious Criticals:
Cost: *30xp*
For the cost of 2 Skill Points, one may treat the damage of a Critical attack as 1.5x greater.

Hack and Slash:
Cost: *30xp*
Whenever one would inflict a Wound as a result of Cleaving damage or a Critical Laceration, for the cost of 3 Skill Points one may inflict the Dismemberment Vital Wound.

Flurry:
Cost: *40xp*
When performing consecutive attacks with a weapon with a lesser Heft than one's Dexterity, one may reduce the AP cost of each subsequent attack by the difference. If one redeclares any of these attacks, the rest must be undeclared as well.

Backstab:
Cost: *40xp*
When Hidden, treat the Avoidance of one's target as 0. If performing a Hit Roll (melee or ranged) against an individual not Facing oneself, use only their Base Avoidance.

Make it Whistle:
Cost: *40xp*
While declaring attacks, for the cost of 2 Skill Points, reduce the AP cost of a melee attack one declares by one's Power.

Sharpshoot:
Cost: *30xp*
When performing the Aim action against a target within Close Range, for the cost of 2 Skill Points, one may select a target as small as the width of the ammunition one is to fire, treating it as the size of limb for the purposes of hitting it.

Snapshot:
Cost: *30xp*
When declaring the Aim action, for the cost of 3 Skill Points, one may automatically apply the benefit of the Steady action to one's next shot, as well as declare another Ranged Action as if it were a tertiary action (such as Draw, Throw, or Fire).

Banked Shot:
Cost: *30xp*
When firing a shot, for the cost of 4 Skill Points, the projectile ricochets, it retaining its original Momentum, and one decides an angle within 90 degrees for its new trajectory.

Volley Fire:
Cost: *30xp*
If firing a triggered weapon with an ammo capacity over 1, one may perform addend the Fire action as many times as one wishes to the Steady action at no AP cost, for the cost of 1 Skill Point per instance. If firing a drawn weapon, one may perform the Reload action as described above.

10ft Pole:
Cost: *30xp*
When wielding a polearm against an Engaged opponent with a shorter Reach, if one successfully strikes the opponent they are prevented from using a movement action to advance any closer to oneself for the remainder of the Round.

Arcing Blow:
Cost: *35xp*
Whenever one would miss an attack which would deal Slashing damage, one may select a new valid target which requires no alteration to one's position or initial Guard position save for pivoting. Perform a Hit Roll against that target as a part of the original action, changing one's Facing as necessary.

Impale:
Cost: *35xp*
Whenever one is performing a melee attack which would deal Piercing damage against a Pinned target, one may treat the attack as having the Penetrating property.

Fling:
Cost: *35xp*
Whenever one would deal Concussive damage to a target with which they are Engaged, reduce the Balance of the target by the damage dealt, forcing them to make a Balance Check if the damage is Critical.

Probing Strikes:
Cost: *15xp*
One may addend the Discern action to a melee attack at no additional AP cost. When doing so, one may learn details such as the Combat Skills and corresponding Proficiencies of one's opponent, costing 1 Skill Point upon a success.

Bodyguard:
Cost: *25xp*
If an attack is performed against another individual within one's Reach, one may use a shield or weapon to perform the Block action on behalf of the target. For the cost of 1 Skill Point, one may Block from any angled Guard position.

Conserve Momentum:
Cost: *30xp*
Whenever one would miss an attack, one may regain up to 5 AP (this AP is added to one's "unspent" reserves).

Covered Blow:
Cost: *40xp*
When making an attack, for the cost of 2 Skill Points, one may additionally treat the weapon as Blocking for the duration of that Set.

Feint:
Cost: *40xp*
Just prior to when one makes a Hit Roll, for the cost of 3 Skill Points, one may change the attack they are to perform. One may perform any actions necessary to change one's Guard for no AP, up to the total cost of one's Reflex plus Weapon Prof. (no other actions may be performed). The new attack must be valid based on one's new Guard, with one paying any additional difference in costs. Upon doing so, the new attack is performed as if it were the original declaration. This provokes no opportunity to redeclare actions.

Offhand Weapon:
Cost: *45xp*
One may attempt to use a weapon in one's offhand if of a lesser Heft than one's main weapon. One must be proficient in use of that weapon, and either Ambidextrous or otherwise trained for use in one's offhand (see Left-Handed). For the cost of 1 Skill Point, when Blocking/Parrying with one weapon, reduce the AP cost of the next attack one performs with the other by one's Dexterity, or vice versa.

Riposte:
Cost: *45xp*
Whenever another individual with which one is Engaged creates an Opening, for the cost of 3 Skill Points, one may declare any actions they wish as normal, and the Open individual may not declare any actions during that Opening.

Magic Skills:

General:

Archetype Expertise:
Cost: *75/100/125 (300xp Total)*
Tier 1:
One gains a Novice Tier of Expertise in a spellcasting archetype of one's choice. Select one instance of the Simple Spell and Ideal (Tier 2) Skills at no additional cost. This Skill may be obtained for each individual spellcasting archetype.
Tier 2:
One gains an Expert Tier of Expertise in the chosen archetype. Select an additional instance of the Simple Spell and Ideal (Tier 2) Skills at no additional cost. This Tier may not be taken for more than one spellcasting archetype.
Tier 3:
One gains a Master Tier of Expertise in the chosen archetype. Select one instance of the Moderate Spell Skill at no cost.
Prerequisites: *One must learn one underlined Novice Skill of one's archetype before advancing to the 2nd Tier of this Skill.*

Potency:
Cost: *5 for Levels 1-25, 10 for Levels 26-50 (375xp Total)*
Increase one's Spell Potency by the level of this Skill.

Ideals:
Cost: *1xp per Mana Value*
One gains Familiarity with one Ideal. One must have at least a Novice, Expert, or Master Expertise with a spellcasting archetype to select a Tier 2, 3, or 4 Ideal respectively. May be obtained independently for each Ideal.

Spells:

Simple:
Cost: *25xp*
One gains the ability to cast a Simple spell of one's choice. May be obtained independently for each Simple spell.

Moderate:
Cost: *40xp*
One gains the ability to cast a Moderate spell of one's choice. May be obtained independently for each Moderate spell. One must have at least a Novice Expertise in spellcasting.

Advanced:
Cost: *75xp*
One gains the ability to cast an Advanced spell of one's choice. May be obtained independently for each Advanced spell. One must have at least an Expert Expertise in spellcasting.

Complex:
Cost: *150xp*
One gains the ability to cast a Complex spell of one's choice. May be obtained independently for each Complex spell. One must have a Master Expertise in spellcasting.

Supraspells:

Actualizer:
Cost: *20xp*
Choose a Supraspell of the Actualizer type. One may use that Supraspell per its description. May be obtained independently for each Supraspell.

Enhancer:
Cost: *25xp*
Choose a Supraspell of the Enhancer type which is linked to a spellcasting archetype in which one has at least a Novice Expertise. One may use that Supraspell per its description. May be obtained independently for each Supraspell.

Esoterica:

Focus Pocus:
Cost: *10xp*
For the cost of 2 Skill Points, one may substitute any component of that spell with a tier 3 Focus instead.

Combat Caster:
Cost: *15xp*
One may additionally ignore an amount of Pain equal to one's Focus for the purposes of spell casting. For the cost of a Skill Point, one may ignore any Stress they are experiencing for the purposes of spell casting.

Caster's Consideration:
Cost: *15xp*
While casting a spell, one may choose a number of individuals (including oneself) or objects (of one's size or less) equal to one's Acuity. The selected targets receive half damage from the spell, and may double their results for any Roll made to resist the effects of the spell.

Elemental Inclination:
Cost: *25xp*
Chose from the Cold, Caustic, Electric, or standard Burning damage types. Increase any corresponding damage one deals via spells by either one's Intellect or Acuity. For the cost of 2 Skill Points, one may ignore the base Mana cost of a spell which deals the corresponding damage when casting the spell.

Persistent Denial:
Cost: *30xp*
One may spend up to twice one's AP limit in a Round, so long as any excess is spent to perform counter-magic. Reduce one's AP limit by the excess amount spent the following Round.

Coven:
Cost: *30xp*
If another individual is casting a spell within one's own Casting Range, one may perform the Cast action using the same component(s) to contribute an Ideal to their casting process should they elect to receive it. One must recognize the spell. The casting of the spell then relies on all casters.

Hexcrafter:
Cost: *30xp*
When casting a spell with a duration which would effect an unwilling individual, one may render it semi-permanent. If the target has failed any Rolls to resist the spell, one may use the Anchor Supraspell so long as one either the target or Mana source is available to oneself, as well as upon spells which would require Concentration.

Mana-Masquerade:
Cost: *30xp*
Double the result of any Roll one makes to remain obscured from the effects of divination, and likewise half the result of any divination-related Roll made against oneself.

Mana-Sensitive:
Cost: *35xp*
One may utilize an additional sense to detect the presence of intangible magic, such as divination applied against oneself or invisible spell effects or targets. This makes one aware of its presence, though does not reveal its specifics. Treat this sense as Poor, and use one's Instinct as a bonus and no other values.

Aura-Attuned:
Cost: *40xp*
If one is aware of an individual and they are within one's Casting Range, for the cost of 1 Skill Point one may make an Insight Roll against a PV70 (if in physical contact, this requires no Skill Point cost). Upon a success, one is told an Ideal which best represents either the target as a whole, or their current mental state (one is aware of either distinction).

Fraternize Familiar:
Cost: *40xp*
When obtaining a familiar, one may permanently anchor it to oneself. When doing so, one may use the Anchor Supraspell with oneself as the "source", counting the Mana value of the familiar's Ideal against one's Subsumption limit. This allows a familiar/bond to persist without any necessary upkeep.

Potion Brewing:
Cost: *40xp*
One is granted the knowledge such that they may prepare potions via the Infuse Supraspell that are not counted against one's Subsumption limit. See the corresponding Potion Brewing section for the rules regarding this process.

Philtre Preparation:
Cost: *40xp*
One is granted the knowledge such that they may prepare philtres via the Infuse Supraspell that are not counted against one's Subsumption limit. See the corresponding Philtre Preparation section for the rules regarding this process.

Visager:

Focus Familiarity:
Cost: *15xp*
Treat the Focus Component requirement of any spell one knows as one tier lower, omitting any requirement in the case of a Simple spell for the cost of 1 Skill Point.
Prerequisites: *At least Novice Visager Expertise.*

The Fundamentals:
Cost: *20xp*
When one would contribute an Ideal to a spell, if one is Familiar with at least one constituent of the contributed Ideal, one may apply the benefits of that Familiarity in addition to any Familiarity one has with the contributed Ideal. This may potentially reduce the cost of that Ideal to 0.
Prerequisites: *At least Novice Visager Expertise.*

Breadth of Knowledge:
Cost: *20xp*
When casting a spell, prior to contributing any Ideals, for the cost of one Skill Point one may change one Considered Ideal to a different valid Ideal which one is Familiar with.
Prerequisites: *At least Novice Visager Expertise.*

Refocus:
Cost: *25xp*
For the cost of 2 Skill Points, at the beginning of a Round when regaining Will, one may regain Will to its maximum rather than the value one otherwise should for that Round.
Prerequisites: *At least Novice Visager Expertise.*

Mutually Legible:
Cost: *25xp*
When Reconsidering Ideals, one may change the Component requirements of any spell one knows after contemplating it for a number of minutes equal to its Base Mana cost.
Prerequisites: *At least Novice Visager Expertise.*

Spellbook:
Cost: *30xp*
When Reconsidering Ideals, one may Consider a single non-Complex spell one knows and has recorded material describing, using its Base Mana cost. Upon doing so, one may ignore its Base Mana cost during casting, along with the cost of any optional/variable Ideals with which one is Familiar.
Prerequisites: *At least Novice Visager Expertise.*

Rapid Research:
Cost: *30xp*
While Studying/Reflecting on matters related to magic and the arcane, one may increase the rate at which one gains xp by a value equal to one tenth one's Recollection (from 1x base).
Prerequisites: *At least Novice Visager Expertise.*

Iteration:
Cost: *50xp*
One may treat any Ideal as being Considered if they are actively Considering each of its constituents and are Familiar with these Ideals.
Prerequisites: *At least Expert Visager Expertise.*

Deliberate Delivery:
Cost: *50xp*
When casting a spell, for the cost of 1 Skill Point, one may increase the AP cost of the spell by the mana value of any required Ideals rather than pay their cost in Will.
Prerequisites: *At least Expert Visager Expertise.*

Hypothesis:
Cost: *50xp*
For the cost of 1 Skill Point, if one is Familiar with every Ideal necessary to the casting of a spell, one may substitute one required Ideal for a different Ideal one is Familiar with.
Prerequisites: *At least Expert Visager Expertise.*

Annotate:
Cost: *60xp*
Whenever one would learn a spell, one may learn an additional spell of lower Tier of complexity, as long each spell shares a required Ideal.
Prerequisites: *At least Expert Visager Expertise.*

Reliable Methodology:
Cost: *60xp*
One may attempt to cast a spell which they do not know. To do so, one must spend 2 Skill Points during the casting of the spell, have access to literature describing how the spell may be cast, and one must make a Miscast Roll against the Base Mana of that spell (applying any other relevant penalties).
Prerequisites: *At least Expert Visager Expertise.*

Complete Catalog:
Cost: *100xp*
One is treated as Considering every Tier 1 Ideal at all times.
Prerequisites: *At least Master Visager Expertise*

Dissertation:
Cost: *100xp*
Working with the GM, one may invent a new spell. In addition to the primary effect, this includes Ideals, casting parameters, Augmenting, Miscasts, etc., with an appropriate tier of complexity. This spell is added to one's repertoire, and includes sufficient knowledge to produce documentation and materials describing the spell, to a sufficient degree that it may be taught to others and distributed (should one wish).
Prerequisites: *At least Master Visager Expertise*

Shaper:

Material Mastery:
Cost: *15xp*
Treat the Material Component requirement of any spell one knows as one tier lower, omitting any requirement in the case of a Simple spell for the cost of 1 Skill Point.
Prerequisites: *At least Novice Shaper Expertise.*

Siphon Power:
Cost: *20xp*
One may forcibly destroy the effect of an Infusion to add one of its constituent Ideals to one's Subsumption limit. For the cost of 2 Skill Points, this may instead be an Imbuement with at least half charge, draining all charges (not destroying it).
Prerequisites: *At least Novice Shaper Expertise.*

Metaphysical Transmutation:
Cost: *20xp*
One may use the Subsume Supraspell on a Tier 1 Ideal which one has already Subsumed. Upon doing so, one may convert it to any other Tier 1 Ideal, so long as it would not exceed one's Subsumption Limit.
Prerequisites: *At least Novice Shaper Expertise.*

Elemental Realization:
Cost: *25xp*
When one would spend Skill Points as a part of an Actualizer Supraspell, one may instead gain 5 Exhaustion per Skill Point.
Prerequisites: *At least Novice Shaper Expertise.*

Decompose:
Cost: *25xp*
When contributing an Ideal to a spell, one may sacrifice additional material components to forgo the Will Cost of that Ideal. The component must be of an equivalent or higher tier than the Ideal and be related to the Ideal conceptually. This may only be done for one Ideal per spell.
Prerequisites: *At least Novice Shaper Expertise.*

Mana Manifest:
Cost: *30xp*
When Subsuming an Ideal, one my treat it as being one Tier lower when counting it against one's Subsumption Limit.
Prerequisites: *At least Novice Shaper Expertise.*

Skillful Subsumption:
Cost: *30xp*
One learns the Subsume Supraspell and when used, may mitigate a cumulative cost in Skill Points up to one's Acumen. Once this value is met, one must recover to 0 Exhaustion before benefiting from this Skill again.
Prerequisites: *At least Novice Shaper Expertise.*

Disintegrate:
Cost: *50xp*
When contributing Ideals to a spell, one may contribute a constituent Ideal of a currently Subsumed Ideal. Upon doing so, the original Ideal is no longer Subsumed, and instead its constituent Ideals (besides the contributed Ideal) become actively Subsumed.
Prerequisites: *At least Expert Shaper Expertise.*

Spell Stowage:
Cost: *50xp*
One may Subsume spells as if they were an Ideal. Use the Mana value of the spell, otherwise treating the spell as a Tier 1 Ideal. When later casting that spell, one may contribute a Subsumed instance of it to omit its Base Mana Cost.
Prerequisites: *At least Expert Shaper Expertise.*

Recycle:
Cost: *50xp*
When casting a spell, one may contribute an instance of any Subsumed Ideal to gain a number of Skill Points equal to its Tier (this is not related to Augmenting the spell).
Prerequisites: *At least Expert Shaper Expertise.*

Impowered Infusion:
Cost: *60xp*
One may count a spell Infusion against one's Subsumption limit 3 additional times to render it an Imbuement with a number of charges equal to one's Acumen. One use costs 3 charges, which are replenished via the highest Mana Ideal. One may only have one such effect at any given time.
Prerequisites: *At least Expert Shaper Expertise.*

Reanchor:
Cost: *60xp*
When Infusing an item with a spell, one may perform each step two additional times. The Infusion becomes anchored to the item, no longer counting against one's Subsumption limit.
Prerequisites: *At least Expert Shaper Expertise.*

Supersubsume:
Cost: *100xp*
One may Subsume an existing Imbuement or Enchantment from an existing item (use a Mana value of 10 if undefined), using oneself as the anchor. One may use the effect via one's own body if applicable, otherwise it may be temporarily reinvested into another item of similar quality/value. In such a case it is still Subsumed, unless returned to the original item.
Prerequisites: *At least Master Shaper Expertise*

Organized Efficiency:
Cost: *100xp*
One may keep a separate Subsumption Limit of equal to half the value of the standard limit. This alternate limit may not be used to track Subsumed Ideals.
Prerequisites: *At least Master Shaper Expertise.*

Evoker:

Guttural Gesture:
Cost: *15xp*
Treat the Motive Component requirement of any spell one knows as one tier lower, omitting any requirement in the case of a Simple spell for the cost of 1 Skill Point.
Prerequisites: *At least Novice Evoker Expertise.*

Spellsling:
Cost: *20xp*
When performing the Cast action, reduce its final Initiative value by one's Instinct (to a minimum of 10).
Prerequisites: *At least Novice Evoker Expertise.*

Inscrutable Inspiration:
Cost: *20xp*
Whenever Reconsidering Ideals, for the cost of 3 Skill Points one may randomly determine up to three Ideals of any level prior to finalizing any choices. Treat these Ideals (though no constituent Ideals) as both Considered and Familiar for a number of hours equal to one's Instinct, increasing the bonus by 3 for those already Familiar.
Prerequisites: *At least Novice Evoker Expertise.*

Reverse Fate:
Cost: *25xp*
Whenever one Rolls a result that would cause a Mishap, for the cost of 2 Skill Points, one may inflict it upon another individual within one's Casting Range. This may apply to any result shown as a product of the Force of Will Skill.
Prerequisites: *At least Novice Evoker Expertise.*

Confidently Corporeal:
Cost: *25xp*
Apply a positive modifier of half one's Spell Potency to any Roll made to resist the effects of a spell or magic.
Prerequisites: *At least Novice Evoker Expertise.*

Force of Will:
Cost: *30xp*
One may reroll the first failed Roll to determine a Miscast. If one chooses not to do so, then for the cost of 1 Skill Point one may instead treat a Mishap as simply a Miscast.
Prerequisites: *At least Novice Evoker Expertise.*

Heightened Emotion:
Cost: *30xp*
While suffering Stress, apply this value (up to one's Instinct) to one's Spell Potency. While suffering Pain, apply this value (up to one's Instinct) to one's Casting Range.
Prerequisites: *At least Novice Evoker Expertise.*

Second Nature:
Cost: *50xp*
Whenever one successfully casts a spell, one may Roll a d100. On a Critical result, one may ignore the Will cost of one contributed Ideal with which one is Familiar.
Prerequisites: *At least Expert Evoker Expertise.*

Overcharge:
Cost: *50xp*
One may apply up to two Enhancers per casting of a spell.
Prerequisites: *At least Expert Evoker Expertise.*

Bone-Deep Familiarity:
Cost: *50xp*
Choose an Ideal of Tier 3 or less with which one is Familiar. One is always Considering this Ideal at no penalty, and it costs no Will to contribute one copy to the casting of a spell.
Prerequisites: *At least Expert Evoker Expertise.*

Visceral Contribution:
Cost: *60xp*
One may elect to suffer Fatigue rather Exhaustion as the cost of paying Will for a spell.
Prerequisites: *At least Expert Evoker Expertise.*

Primal Precision:
Cost: *60xp*
When selecting the target of a spell, one does not need to be aware of its exact position or see it, selecting the target as if one otherwise could. This does not otherwise alter the behavior of the spell or effect its ability to penetrate cover.
Prerequisites: *At least Expert Evoker Expertise.*

Signature Spell:
Cost: *100xp*
Choose a spell other than a Complex spell. One may cast that spell using Skill Points rather than Will, for the cost of 2x its level. One may relearn this Skill to change the selected spell.
Prerequisites: *At least Master Evoker Expertise.*

Hysteria:
Cost: *100xp*
One may reduce the AP cost of any casting process one performs by half their total Stress and Pain.
Prerequisites: *At least Master Evoker Expertise*

Channeler:

Innate Invocation:
Cost: *15xp*
Treat the Verbal Component requirement of any spell one knows as one tier lower, omitting any requirement in the case of a Simple spell for the cost of 1 Skill Point.
Prerequisites: *At least Novice Channeler Expertise.*

Succor:
Cost: *20xp*
While within Hallowed Ground, halve one's Ration and water requirements. If otherwise met sufficiently, one receives the Satiated Status regardless of quality. Likewise, and sleep one experiences grants the Well Rested Status.
Prerequisites: *At least Novice Channeler Expertise.*

Guidance:
Cost: *20xp*
One may un-Subsume an Ideal corresponding to their Domain to receive guidance. This describes if a immediate course of action, location, person, or item aligns with one's Domain, and comes in the form of a sign one may interpret.
Prerequisites: *At least Novice Channeler Expertise.*

Metaphysical Remuneration:
Cost: *25xp*
Whenever one Miscasts a spell without a Mishap, one may recover any Will paid for Ideals in the casting of that spell.
Prerequisites: *At least Novice Channeler Expertise.*

Serendipity:
Cost: *25xp*
Whenever one would fail (non-Major) a Roll pertaining to the execution of one's own magic (e.g. as part of a spell effect, not Miscasts, arcana, etc.), one may instead succeed if the margin of failure is less than or equal to one's Insight.
Prerequisites: *At least Novice Channeler Expertise.*

Hallowed Ground:
Cost: *30xp*
Whenever one Rests within Hallowed Ground, for the cost of 4 Skill Points one may become empowered until next they sleep. When empowered, one may apply the benefits of Domain twice. Hallowed Ground is any Place of Power with a metaphysical tie to one's Domain Ideal or chosen affinity.
Prerequisites: *At least Novice Channeler Expertise.*

Domain:
Cost: *30xp*
Choose a Tier 3 Ideal. Whenever one contributes it or its constituent to a spell, Augment the spell at no additional cost with one such Ideal. Select a metaphysical affinity to be associated with this Ideal (such as a deity or force of nature).
Prerequisites: *At least Novice Channeler Expertise.*

Beseech:
Cost: *50xp*
Whenever one benefits from Hallowed Ground, for the cost of 2 Skill Points Subsume a copy of one's Domain Ideal or a constituent at no cost.
Prerequisites: *At least Expert Channeler Expertise.*

Mend:
Cost: *50xp*
While within and empowered by Hallowed Ground, one may reduce an Injury Status by any overall level for a cost in Skill Points of twice the level of reduction.
Prerequisites: *At least Expert Channeler Expertise.*

Guardian Aide:
Cost: *50xp*
When gaining the service of a familiar, one may choose any which share an affinity with one's Domain without need of additional knowledge, and it may be restored via the effect of Hallowed Ground, in place of becoming empowered.
Prerequisites: *At least Expert Channeler Expertise.*

Providence:
Cost: *60xp*
If an individual one can see would succumb to a lethal Injury, one may prevent its application or halt its ongoing effect. If one does so, one may not use this Skill or any magic until one completes an Extended Rest within Hallowed Ground.
Prerequisites: *At least Expert Channeler Expertise.*

Amplified Augments:
Cost: *60xp*
If Augmenting a spell, one may use up to 4 copies of an Ideal.
Prerequisites: *At least Expert Channeler Expertise.*

Dues ex Machina:
Cost: *100xp*
For the cost of one's remaining Skill Points, one may cast any Advanced or lower level spell at no cost or Exhaustion Roll by use of one Cast action. One may not use this Skill again until completing an Extended Rest.
Prerequisites: *At least Master Channeler Expertise.*

Consecrate:
Cost: *100xp*
During the period of a Rest, one may attempt to consecrate a site, requiring 3 cumulative successes. One may make an attempt each hour, paying a cost of 2 Skill Points, via an Insight Roll against a PV inverse of one's Spell Potency. When complete, treat the location as Hallowed Ground, investing into it a limited supply of one's Domain Ideal equal to one's Insight. One may only consecrate one site at any time, and when all such Ideals are used the location loses this property.
Prerequisites: *At least Master Channeler Expertise*

Practical Skills:

Athletics:

Swimming (Base):
Cost: *10/10/10 (30xp Total)*
Tier 1:
Reduce the AP cost of the Swim action by 5.
Tier 2:
Reduce the AP cost of the Swim action by 10 (total).
Tier 3:
If one would begin Floundering, for the cost of 1 Skill Point one may prevent this from occurring this Round.

Swimming Speed:
Cost: *10/10/10 (30xp Total)*
Tier 1:
One may benefit from the Run action while swimming.
Tier 2:
Reduce the movement penalty of Disturbed waters by 1x.
Tier 3:
One suffers no penalty to movement while in Calm waters.

Swimming Stamina:
Cost: *10/10 (20xp Total)*
Tier 1:
One expends no Stamina to Move through Calm waters.
Tier 2:
Halve any Stamina costs to Move through Disturbed waters.

Climbing (Base):
Cost: *10/10/10 (30xp Total)*
Tier 1:
Reduce the AP cost of the Climb action by 15.
Tier 2:
Treat one's Purchase as one level better when determining Balance loss (ignoring such a loss with Steady Purchase).
Tier 3:
One may climb with one hand otherwise occupied.

Climbing Speed:
Cost: *10/10/10 (30xp Total)*
Tier 1:
Reduce the movement penalty of one's Purchase by 1x.
Tier 2:
One may treat the Climb action as a tertiary action.
Tier 3:
One may double their Movement Limit while climbing if one has a running start as they begin to climb that Round.

Climbing Stamina:
Cost: *10/10 (20xp Total)*
Tier 1:
Halve the Stamina costs for movement while climbing.
Tier 2:
Ignore Purchase modifiers when calculating the distance one has moved for the purpose of Stamina costs.

Running (Base):
Cost: *10/10/10 (30xp Total)*
Tier 1:
No Balance Check is needed for the Run action. Reduce any Balance changes while Sprinting by one's Grace.
Tier 2:
Ignore any unused distance when ending a Sprint.
Tier 3:
For the cost of 1 Skill Point, reduce the AP cost of the Run action by one's Grace.

Running Speed:
Cost: *10/10/10 (30xp Total)*
Tier 1:
One may use the Run action as a Tertiary action.
Tier 2:
Reduce the AP cost of the Sprint action to 30.
Tier 3:
Increase the benefit of the Run/Sprint actions to 4x and 8x.

Running Stamina:
Cost: *10/10 (20xp Total)*
Tier 1:
Reduce the increased Stamina cost for consecutive instances of the Run and Sprint actions to 2 per repetition.
Tier 2:
Increase one's Stamina Combo for only every other instance of the Run action one performs.

Horsemanship:

Handling:
Cost: *20/15/15 (50xp Total)*
Tier 1:
One gains Novice expertise in mount handling.
Tier 2:
One gains Experienced expertise in mount handling.
Tier 3:
One gains Expert expertise in mount handling.

Riding:
Cost: *15/15/10 (40xp Total)*
Tier 1:
Ignore Fatigue imposed by mounted travel, up to a number of hours per day equal to the Tier of one's Handling Skill.
Tier 2:
Increase one's Balance while riding a mount by a value equal to the Tier of one's Handling Skill multiplied by 5. Apply any difference over 100 against negative modifiers.
Tier 3:
For the cost of 3 Skill Points, one may ignore an instance where one would be bucked or dismounted.

Brushcraft:

Camouflage:
Cost: *15/20/15 (50xp Total)*
Tier 1:
During the period of a Rest, with suitable materials one may raise their level of camouflage from None by one level per hour spent applying the materials to oneself.
Tier 2:
While awake, one may consciously increase their visual Subtlety by a value equal to one's Instinct.
Tier 3:
Beginning each hour of travel, for the cost of 1 Skill Point, one may make a Grace Roll against a PV equal to 80 minus 3x one's Instinct. Upon a success, one leaves no traceable signs of their passage, otherwise increasing any PV to perceive it by 1.5x if the result is not a Major failure.

Tracking:
Cost: *15/20/20 (55xp Total)*
Tier 1:
For the cost of 1 Skill Point, one may re-perform the Scan action against a stimulus even if its Subtlety has not changed.
Tier 2:
Suffer only 1 Exhaustion per minute spent performing the Search action beyond one's Focus limit, rather than 3.
Tier 3:
When performing the Discern action, one is considered as applying one's Instinct in addition to a separate Trait.

Foraging:
Cost: *10/15/15 (40xp Total)*
Tier 1:
Any time one performs the Search action to Forage for common resources, Roll twice for resulting loot.
Tier 2:
One may Forage for uncommon resources. For the cost of 1 Skill Point, one may use the Scan action to identify common resources nearby as if making a standard Foraging attempt.
Tier 3:
One may Forage for rare resources. For the cost of 1 Skill Point, one may receive double the yield of uncommon resources or triple of common resources after Foraging.

Camping:
Cost: *5/10/15 (30xp Total)*
Tier 1:
One may light a fire with a flint & steel without a Roll, and with improvised tools as if it were a flint & steel.
Tier 2:
For the cost of 3 Skill Points upon waking, one may force themselves to sleep in otherwise compromising conditions.
Tier 3:
One may attempt to improvise a shelter from natural debris, requiring a number of hours equal to half the 10's of a Roll, rounded up.

Hiking:
Cost: *10/10/15 (35xp Total)*
Tier 1:
Treat one's Encumbrance as being 1.5x higher so long as one is not directly carrying any load by hand.
Tier 2:
One may ignore the additional Fatigue penalty from rough or sloped terrain for the cost of 1 Skill Point per hour of travel.
Tier 3:
For the cost of 2 Skill Points, one may ignore any movement penalties of Difficult terrain during a Call to Action for one Round, or halve the penalty for one hour Out of Action.

Navigation:
Cost: *10/10 (20xp Total)*
Tier 1:
If a map would require a PV of 30 or less to interpret, one instead requires no Roll, raising this value to 50 if equipped with additional navigation tools.
Tier 2:
One may attempt to produce maps from memory via a Recollection Roll. The PV required to interpret such a map equals the difference between the outcome and 100, or half as much for a Critical result.

Trades:

Tool Expertise:
Cost: *15/25/30 (70xp Total)*
Tier 1:
Choose a trade from among any listed in this section. Increase one's Expertise in this trade by one level. This Skill may be selected for each individual trade.
Tier 2:
One gains a second level of Expertise in the chosen trade. One may visually appraise the value of any goods produced by that trade. Selecting this Skill for the related trade governed by the same toolset costs 5 less XP per tier of this Skill.
Tier 3:
One gains a third level of Proficiency in the chosen trade. One may visually appraise the current and maximum Integrity of any goods produced by the trade.

Woodcraft:
Tools: *Claw Hammer, Saw, Plane, Drill, Chisel, Sandpaper*

Carpentry:
Cost: *15xp*
Increase the Integrity of any wooden structures one constructs by 1.5x.

Woodworking:
Cost: *10xp*
Within the period of a Rest, one may produce a small wooden item, or set of simple items with no Roll. This may include pegs, a small figure, wedges, etc.

Smithing:
Tools: *Anvil, Vise, Tongs, Hammers, Files/Punches*

Blacksmithing:
Cost: *25xp*
Within the period of a Rest, one may repair up to half the missing Integrity of a piece of metal equipment such as weapons or armor with no Roll. Such equipment must be maintained properly for further repair.

Whitesmithing:
Cost: *15xp*
Within the period of a Rest, one may modify objects made from soft metals (tin, copper, silver, gold, etc.) with no Roll. This may include adding or removing marks, adding a hole or additional material, and repairing superficial damage such as dents or bends.

Stonework:
Tools: *Sledgehammer, Trowel, Chisel, Pickaxe, Sieve Pan*

Masonry:
Cost: *15xp*
Increase the damage one deals to the Integrity of stone objects/structures by 1.5x.

Prospecting:
Cost: *10xp*
When Foraging, on a result of 100, one additionally finds a mineral worth 1 Flame. While scavenging for scattered loot of some homogeneous composition (such as loose coins or semiprecious stones) one may find 1.1x more loot.

Textiles:
Tools:
Needle, Shears, Measuring Tapes, Pins, Loom

Tailoring:
Cost: *10xp*
Within the period of a Rest, one may modify or repair to an article of clothing without a Roll. With sufficient material, one may upgrade the item to have 5 more Integrity, alter the Insulation by up to 5, add 1 Resistance of a given type, or restore 5 Integrity. The article may not be modified again in this way without standard work.

Leatherworking:
Cost: *10xp*
Within the period of a Rest, one may skin any dead creature without a Roll. When doing so, the hide is undamaged and in the best condition possible.

Husbandry:
Tools: *Hoe, Shears, Shovel, Scythe, Rake*

Gardening:
Cost: *10xp*
One may treat even results of any Roll to determine if one would be injured or receive negative Statuses from a plant as being a success.

Pastoralism:
Cost: *10xp*
One may attempt to calm animals (aside from one's mount) via an Instinct Roll against a PV equal to twice the animal's Stress, Pain, or a value of 30, whichever highest. Upon a success, the temperament of the animal softens unless agitated again within any period where it may remember the attempt.

Roguery:

Stealth Proficiency:
Cost: *5 for Levels 1-5, 5 + Level for Levels 6-10 (90xp Total)*
Increase one's Stealth Proficiency by 1 per level.

Lockpicking Proficiency:
Cost: *2 for Levels 1-5, 2 + Level for Levels 6-10 (60xp Total)*
Increase one's Lockpicking Proficiency by 1 per level.

Pickpocketing Proficiency:
Cost: *2 for Levels 1-5, 2 + Level for Levels 6-10 (60xp Total)*
Increase one's Pickpocketing Proficiency by 1 per level.

Footpad:
Cost: *20xp*
One may match the movement of another individual to render one's auditory Subtlety as Quiet from the perspective of their target.

Stalker:
Cost: *20xp*
Treat one's camouflage as one level higher while receiving visual Obscuration from shade or weather. While performing the Hide action, for the cost of 1 Skill Point, treat one's visual Obscuration as being one level higher, if at least Light.

Inconspicuous:
Cost: *15xp*
Treat crowds which afford a visual Obscuration of Light or Heavy as granting 1 or 2 levels of camouflage, respectively.

Clandestine Creeping:
Cost: *25xp*
At the beginning of a Round, for the cost of 1 Skill Point, one may declare the Hide and Skulk actions as tertiary actions.

Cat's Grace:
Cost: *15xp*
Reduce the Roll to determine a Falling Injury by one's Grace prior to any separate calculations.

Crawlspace:
Cost: *15xp*
One may perform the Crawl action as a tertiary action. When performing the Drawl action, for the cost of 1 Skill Point, one may move up to their base Movement Limit.

Burglar:
Cost: *20xp*
When performing the Shimmy action, one may instead perform a Power Roll against half the standard PV if using a crowbar or lever. When performing the Shimmy action, for the cost of 2 Skill points, treat the result as a minimum of 50.

Silent Ingress:
Cost: *15xp*
One may pick locks silently. When attempting to pick a Simple lock, for the cost of 1 Skill Point, prevent the sound produced by a Major failure.

Patient Process:
Cost: *15xp*
When attempting to pick a Simple lock, for the cost of 1 Skill Point, one may ignore the time penalty for a failed attempt.

My Bad:
Cost: *15xp*
When performing the Move action, for the cost of 2 Skill Points, one may additionally make a Pickpocketing attempt. If part of a crowd, the target must succeed an Intuition Roll against the Subtlety of the attempt to realize it was made.

Cutpurse:
Cost: *10xp*
When making a risky Pickpocketing attempt, for the cost of 2 Skill Points, one may automatically free the target item by cutting a strap, string, or buckle with a bladed implement.

Larceny:
Cost: *20xp*
One may attempt to steal objects within one's Reach as if making a Pickpocketing attempt, against the Vision and/or Hearing of nearby individuals, as appropriate.

Sleight of Hand:
Cost: *15xp*
One may use the Manipulate Item action to palm, hide, or manipulate small items (e.g. can fit within one's fist) without a Roll. When performing the Manipulate Item action, for the cost of 1 Skill Point, reduce the AP cost by one's Dexterity.

Watch Your Step:
Cost: *15xp*
While performing the Skulk action, for the cost of 1 Skill Point, treat Reactive surfaces instead as Soft surfaces and automatically succeed any Rolls to avoid triggering a trap.

Surprise!:
Cost: *20xp*
One may conceal any improvised traps they make as part of the creation process, rather than doing so separately. Add one's Stealth Proficiency to the Subtlety of any such traps.

Erudite Skills:

Scholarship:

Humanities:
Cost: *20/30/40 (90xp Total)*
Tier 1:
One gains a Novice tier of Expertise in this study. The study of the Humanities includes subjects relating to people (not necessarily just humans), their cultures, history, languages, and broader "abstract" features such as philosophy and divinity.
Tier 2:
One gains an Expert tier of Expertise within their field of study. Choose a specialization within this field of study (e.x. philosophy, religion, history, etc.). Treat any result of the Recall action made for this specialization as being 2x higher.
Tier 3:
One gains an Master tier of Expertise, as well as a sub-specialization within their previous specialization. Treat one's Expertise within this sub-specialization as 1 tier Higher.

Formal Sciences:
Cost: *20/30/40 (90xp Total)*
Tier 1:
One gains a Novice tier of Expertise in this study. The study of Formal Sciences includes abstract, empirical sciences such as mathematics, statistics, and logic. Such studies may often overlap with others, and intend to categorize, characterize, and define them (though sometimes arbitrarily).
Tier 2:
One gains an Expert tier of Expertise within their field of study. Choose a specialization within this field of study (e.x. mathematics, semiotics, statistics, etc.). Treat any result of the Recall action made for this specialization as being 2x higher.
Tier 3:
One gains an Master tier of Expertise, as well as a sub-specialization within their previous specialization. Treat one's Expertise within this sub-specialization as 1 tier Higher.

Natural Sciences:
Cost: *20/30/40 (90xp Total)*
Tier 1:
One gains a Novice tier of Expertise in this study. The study of Natural Sciences includes defining and discovering physical phenomena and their interactions, including subjects such as biology, physics, and astronomy. This study generally encompasses the classical notion of science as a study.
Tier 2:
One gains an Expert tier of Expertise within their field of study. Choose a specialization within this field of study (e.x. physics, biology, chemistry, etc.). Treat any result of the Recall action made for this specialization as being 2x higher.
Tier 3:
One gains an Master tier of Expertise, as well as a sub-specialization within their previous specialization. Treat one's Expertise within this sub-specialization as 1 tier Higher.

Social Sciences:
Cost: *20/30/40 (90xp Total)*
Tier 1:
One gains a Novice tier of Expertise in this study. The study of Social Sciences overlaps with the Humanities, though generally in such a way as to make "objective" observations of these subjects, with a focus on linguistics, geography/politics, history, law, and other quantifiable fields.
Tier 2:
One gains an Expert tier of Expertise within their field of study. Choose a specialization within this field of study (e.x. geography, politics, law, etc.). Treat any result of the Recall action made for this specialization as being 2x higher.
Tier 3:
One gains an Master tier of Expertise, as well as a sub-specialization within their previous specialization. Treat one's Expertise within this sub-specialization as 1 tier Higher.

Informal Studies:
Cost: *25/35/50 (110xp Total)*
Tier 1:
Choose an intellectual subject beyond the scope of what is described by the other Skills in this section. One gains a Novice tier of Expertise in the study of that subject. This is regarding information pertaining to it, not practical skill.
Tier 2:
One gains an Expert tier of Expertise in the chosen subject, as well as an additional specialization as described within the other Skills of the section.
Tier 3:
One gains an Master tier of Expertise, as well as an additional sub-specialization as described within the other Skills of the section.

Arcana:

Fields of Magic:
Cost: *25/25/40 (90 Total)*
Tier 1:
One gains a Novice tier of Expertise in the study of magic. This includes general information such as common components, the limits of magic, and how to read arcane symbols/writing, but does not confer an ability to directly produce magic (see Magic Skills).
Tier 2:
One gains an Expert tier of Expertise in the study of magic. This includes rare/uncommon spells, creating arcane symbols/writing, and arcane practices in other cultures. Choose a field of magic to specialize in, such as divination, illusions, alchemy, or elementals. Treat any result of the Recall action made for this specialization as being 2x higher.
Tier 3:
One gains an Master tier of Expertise in the study of magic. This includes the metaphysical domains of the universe, esoteric imagery, and the linkage between magic, mana, and the mind. Choose a directed sub-specialization within one's specialization. Treat one's Expertise within this sub-specialization as 1 tier Higher.

History of the Arcane:
Cost: *15xp*
Expand one's knowledge within their study of the humanities or social sciences (see above) to include a complete knowledge of any relevant magical information.

Monster Expert:
Cost: *20xp*
Expand one's knowledge regarding any aspect of animals, beasts, monsters, or similar entities to include any arcane elements of that entity, or vice versa. This may include the magical capabilities of such an entity, possible arcane origins, and the magical weakness.

Extraphysical Encyclopedia:
Cost: *25xp*
Augment one's field of arcane study with the specific identities and information regarding individual extraplanar entities. This extends beyond a casual knowledge, to a degree to reliably allow for the contact or summoning of such an entity. The number, nature, and power of any such entities one may know of is per the GM's discretion.

Component Crafting:
Cost: *25xp*
One may produce magically potent components using any Tool Prof. during Downtime. For foci this is done using whatever toolset one wishes to use, with the quality of one's result in Flame value determining usage. For materials, one may identify suitable materials with one's magical knowledge and use any relevant Tool Prof. to refine the material (to increase value for usage) if needed/desired.

Magic Forensics:
Cost: *15/10/10 (45xp Total)*
Tier 1:
One may attempt to identify unfamiliar magics currently ongoing or the remnants thereof by use of the Discern action. If not ongoing, the effect must have concluded within a number of hours equal to it's base Mana value. The PV of such a Roll begins at 100, and is decreased by 10 per every piece of evidence one may collect and can recognize, such as remnant components, sigils, traces of revealed mana, etc.
Tier 2:
When one Identifies an unfamiliar spell, one may additional conclude certain information such as an approximation of when it was cast, any augments, unique identifiers for the casting style of the spell (such as caster archetype, regional variations, and skill level), and may accurately record any information regarding the remains for later use with no Roll.
Tier 3:
When attempting to perform an action to locate a spell, one may increase any modifiers one applies by one's Acumen.

Spell Recognition:
Cost: *10/10/15 (45xp Total)*
Tier 1:
One may use the Discern action to attempt to identify a spell being actively cast. For spells one may cast themselves, one may be aware which Attribute is correct to Roll. One must have encountered or studied the spell to obtain a result.
Tier 2:
One may infer the function of unfamiliar spells via a Discern Roll made to identify the spell, as well as one constituent Ideal. One may identify ongoing magical effects without needing to Roll if it is the product of a spell one could cast themselves.
Tier 3:
When performing the Discern action in order to attempt to identify a spell, for the cost of 1 Skill Point, one may do so as a secondary action and without expending any AP.

Medicine:

Medical Proficiency:
Cost: *5 for Levels 1-5, 5 + Level for Levels 6-10 (90xp Total)*
Increase one's Medical Proficiency by 1 per level.

First Aid:
Cost: *10/15 (25xp Total)*
Tier 1:
One may use first aid to treat Injuries (beyond just Wounds).
Tier 2:
One may ignore the first failure they make during first aid for the purposes of determining the usage of supplies.

Trauma Medic:
Cost: *20/15/15 (50xp Total)*
Tier 1:
One may treat Afflictions which require Advanced First Aid, and improvise the corresponding necessary tools.
Tier 2:
Reduce the duration of any attempt to treat an Affliction by a number of minutes equal to the 10's of the Roll of the attempt, to a minimum of half the usual time.
Tier 3:
Any Afflictions one treats with unimprovised supplies/tools recover twice as quickly.

Surgery:
Cost: *50/30/30 (110xp Total)*
Tier 1:
One may provide surgery for any Affliction one would be capable of treating via first aid.
Tier 2:
One may perform surgery for any Affliction one has previously encountered, and steps take half as long to perform.
Tier 3:
During a step of a surgical operation, for the cost of 3 Skill Points, one may address both Bleeding and Pain incurred by one's current operation.
Prerequisites: *Medical Prof. of (5/6/7) per tier.*

Diagnosis:
Cost: *10/10/10 (30xp Total)*
Tier 1:
One is capable of immediately appraising the causative damage of any Affliction one encounters with no Roll, so long as one is aware of what type it is.
Tier 2:
One may diagnose any Affliction one is skilled enough to treat without need for a Roll, as well as any contextual information (such as its cause) one would otherwise be capable of learning.
Tier 3:
If one would know the type of an Affliction without prior to diagnosis, one may attempt a diagnosis Roll for additional benefit, adding the 10's of the outcome to any subsequent Rolls made to treat the affliction upon a success.

Herbalism:

Cures:
Cost: *15/20/20 (55xp Total)*
Tier 1:
One may prepare remedies for general negative Statuses (except for Blinded and Deafened).
Tier 2:
One may prepare remedies to treat common Illnesses, Injuries (non-temperature related or Heart Attack), and aid in the healing of non-Vital Wounds.
Tier 3:
One may prepare antivenoms, treatments for negative psychological Statuses, and rare Illnesses.

Poisons:
Cost: *15/20/20 (55xp Total)*
Tier 1:
One may create ingestible and intravenous poisons.
Tier 2:
One may create inhalable and contact poisons.
Tier 3:
One may handle poisons without need for a Dexterity Roll.

Utilities:
Cost: *10/10 (20xp Total)*
Tier 1:
One may render herbs into oils, spices, or basic chemicals (such as sugar/starch), as well as produce adhesives.
Tier 2:
One may extract and concentrate pigments, fragrances, resins, and psychoactive substances from herbs.

Cultivation:
Cost: *15xp*
One may apply any skill one has with the Botany trade to cultivate common herbs without need for a Roll, and one may additionally cultivate otherwise wild herbs which are not rare.

Preparation:
Cost: *15xp*
Double the yield of any materials one would receive from rendering herbs usable for concoctions. One may treat the first Major failure to prepare a material as simply a failure instead.

Herblore:
Cost: *5xp*
One becomes familiar with the effect of one uncommon or rare herb, and may use, identify, and prepare it as such. May be taken for each individual herb.

Art:

Creative Expertise:
Cost: *15/25/50 (90xp Total)*
Tier 1:
Choose from among music, illustration, sculpture, literature, or performance. One gains a Novice level of Expertise in the creation of such art and any required implements.
Tier 2:
One gains an Expert level of Expertise in the chosen artform.
Tier 3:
One gains a Master level of Expertise in the chosen artform.

Musician:
Cost: *20/30 (50xp Total)*
Tier 1:
Choose an instrument. One may play the chosen instrument with a level of Expertise corresponding to one's musical Expertise. May be taken separately for any instrument.
Tier 2:
One's performance is of an exceptional quality. During the period of a Rest, for the cost of 1 Skill Point per hour, allied individuals within hearing of the music recover 3 Stress per hour, and may make an Instinct Roll against a PV60, divided by one's musical Expertise, ending one negative psychological Status upon a success.

Actor:
Cost: *15/20 (35xp Total)*
Tier 1:
One may produce a range of distinct, compelling voices, even mimicking Ancestries of a similar physiology, with no Roll.
Tier 2:
Any Insight Roll made to determine one's intent or the veracity automatically fails unless the result is Critical.

Highly Literate:
Cost: *20/15 (35xp Total)*
Tier 1:
One may memorize and quote on demand any text one reads without need for a Recollection Roll.
Tier 2:
If one spends the period of a Rest continuously reading novel written material, one may recover 1 Skill Point per hour.

Culinary:
Cost: *25/15 (40xp Total)*
Tier 1:
With access to fresh ingredients, one may prepare meals of standard quality during the period of a Rest with no Roll. One may instead create meals of excellent quality for the cost of 3 Skill Points, feeding one individual, with an extra individual costing an additional Skill Point.
Tier 2:
When creating a meal of excellent quality, one may make an Instinct Roll against a PV50. Upon a success, the meal confers 1 level of the Inspired Status when eaten.

Socialite:

Acquired Language:
Cost: *30/25/15 (70xp Total)*
Tier 1:
One learns a new language to the extent that one may passably understand spoken instances of the language, but not verbally reproduce it.
Tier 2:
One may verbally reproduce the language to a degree they are comprehensible to a native speaker, but not otherwise read any script unique to the language.
Tier 3:
One may understand and reproduce script and characters unique to the language.

Disguises:
Cost: *15/20/25 (60xp)*
Tier 1:
One may apply makeup/cosmetics and alter one's clothing with enough proficiency to attempt to obscure one's identity. This may be done over the period of a Rest by making a Roll and adding one's Intuition, creating a disguise of the corresponding Subtlety. One may repeat this process to apply an additional instance of one's Intuition to the final value. Another individual aware of one's original appearance must overcome this Subtlety to recognize oneself.
Tier 2:
One may attempt to appear as a belonging to a certain faction, profession, or Ancestry (of a similar build) as per the above process. Individuals of the mimicked group treat the Subtlety of such a disguise as being half its value.
Tier 3:
One may attempt to appear as a specific individual, as per the above process. The maximum Subtlety of any such disguise is 50, and any individual who personally knows the individual one is mimicking gains the same benefits as the previous Tier.

Espionage:
Cost: *10/15 (25xp Total)*
Tier 1:
One may create, produce, and decipher simple codes and ciphers with a corresponding key.
Tier 2:
If one has an unobstructed view of another individual's lips, one may infer what sounds they are producing.

Imposing:
Cost: *20xp*
When performing the Speak action, for the cost of 2 Skill Points, one may attempt to intimidate another individual or animal. Make a contested Instinct Roll against the target. If victorious, the target suffers the Fear Status for a number of seconds equal to the difference (1 Round minimum).

The Body:

Areas:

One's body is split over multiple areas for the purpose of tracking damage, categorized into three general types. First are limbs, the second are joints, and last are vital areas.

Limbs include one's torso, arms, legs, and head. By default, if one is struck, it is in their torso. Otherwise a specific limb gains a 3x increase to its Base Avoidance (or 4x for the head), plus any Grace and Dodge bonuses.

Each limb is involved in some range of actions. Legs are involved in performing all movement actions, and the head is involved in most informational actions. Otherwise it may be assumed other actions are performed by one's arms.

Joints include one's neck, shoulders/armpits, elbows, wrists, knees, ankles, and waist. If a limb is struck, none of its joints are struck unless specified. Joints are treated as having 6x one's Base Avoidance, plus any Grace and Dodge bonuses. If armor specifies a limb (upper or total), any joints within that limb are included unless otherwise noted. A specification of an "upper" limb only includes joints adjacent to one's torso. Joints can receive wounds as any other limb, may uniquely be sprained, and define areas of potential dismemberment.

Vital points include the head, neck, waist, arteries, organs, hands, feet, and eyes. Vital points are treated as having 6x one's Base Avoidance, plus any Grace and Dodge bonuses. The neck and waist are likewise still treated as joints. The head, while a vital point, still receives its own bonus, as described in the limbs section.

Organs are within one's torso (save for one's eyes/brain), and must be targeted by attacks which are deep enough to penetrate to them. One's eyes/brain must be specifically targeted, and are not included in default blows to one's torso. Each type of organ has a Minor or Major level of damage.

If an effected organ is random, make a Roll. A result of 1-50 corresponds to a General Organ (e.g. Kidney, Liver, Pancreas, etc.), 51-65 the Stomach, 66-90 the Lungs, and 91-100 the Heart. Otherwise, in the case of one's head, the effected organ is one's brain, or eyes if targeted. If a specific organ is targeted, ignore any Critical requirements to inflict a Vital Wound.

The heart may be damaged via the left armpit is exposed, and likewise the lungs from the right side. Arteries are present upon either side of the neck, wrists, armpit, and inner thigh. If any of these areas are exposed, they may be targeted by attacks as if Vital Points, causing the Arterial Bleeding Vital Wound.

If one's hand has suffered a Wound of tier 2 or 3 it cannot hold over 1lb. If one's foot has suffered a similar Wound, halve one's Balance and Base Movement limit, or reduce each to 0 if both are damaged. If one's waist receives a Wound of the tier 3, it cannot support one's weight and one is rendered prone.

Encumbrance:

Encumbrance is an abstracted value which describes how fatiguing an item or object is to transport over extended periods. Items which are roughly one or more Encumbrance will list this value, otherwise 1 Encumbrance may be generalized as 3lbs.

The maximum Encumbrance one may comfortably move is equal to one's Weight plus Might. This includes any worn or carried items, either by hand or within a container. Normal clothing does not contribute to this value, whereas clothing listed as "Heavy" and armor do. If transporting more than this value, one is "Over-Encumbered".

If traveling while Over-Encumbered, one gains 1 additional Fatigue per Encumbrance each hour of travel. If transporting an excess Encumbrance which exceeds one's Weight plus Endurance, halve one's Movement limit and travel pace, and one may not use the Run action.

The maximum Encumbrance one may move over short distances is 5x their combined Weight and Power, assuming one is deadlifting or heaving the load. If pulling/pushing the object along the ground without attempting to lift it, treat the weight as being one half/third (respectively) its actual value. One may move this load a number of feet equal to one's Athletics (to a minimum of 1ft), before suffering 1 Fatigue. If reaching or already suffering 50 Fatigue, one may move the load no further.

If two or more individuals are contributing to an effort to move an object, their combined limit is based on the strongest individual's limit, plus half the limit of each other individual. Split any Fatigue costs evenly.

Blood:

Most living creatures possess and require blood to survive. One is no different, and many Wounds (see Damage) are capable of causing threatening levels of Bloodloss, generally via the Bleeding Status. While abbreviated within the Status section, Bleeding and Bloodloss are a complicated rules which are described in more detail within this section.

Many Wounds list a "Bleed" value. This is the same as the Bleeding Status, and causing the corresponding Bloodloss Status to accumulate over time. Unlike other Statuses, Bleeding and Bloodloss do not have a maximum level. The rate at which Bleeding causes Bloodloss varies over time and the current level of one's Bloodloss itself.

Bleeding is generally not immediately lethal during a Call to Action, with its main hazard being the Shock Status. At the Beginning of each Round, make a Fortitude Roll against one's current level of the Bleeding Status. Upon a failure, one suffers 1 level of the Shock Status.

Out of Action, every 10min, make a Fortitude Roll against one's current level of the Bleeding Status. Upon a failure, one suffers 1 level of the Bloodloss Status. Upon a Major Failure, one additional suffers one level of the Shock Status. One does not otherwise need to determine Shock every Round. If already suffering Bloodloss, add the level of that Status to the interval at which Bleeding triggers.

One may only suffer a total level of the Bloodloss Status to a value equal to one's Weight plus one's Vitality. When the level of this Status exceeds this value, one dies.

Out of Action, every hour following receiving the Bleeding Status, make a Vitality Roll against the current level of one's Bleeding Status. Upon a success, halve the level of the Status, or quarter it upon a Major success, rounding down. Upon any outcome, reduce the level of the Status by one's Vitality. This recovery occurs independently of any Affliction which caused the Bleeding.

Two notable Vital Wounds are the Arterial Bleeding and Internal Bleeding Wounds. Arterial Bleeding causes Bloodloss during a Call to Action. Internal Bleeding causes a maximum Bloodloss of 2 if affecting a limb, 3 if affecting the head, or 5 if affecting the torso. Neither Injury recovers as described above, and requires surgery or similar intervention to be treated.

Breath:

One may comfortably hold their breath for 30 seconds plus an additional value equal to 6x one's Endurance. Any Stamina one spends during this time reduces the seconds of one's remaining breath by a corresponding amount, and one cannot reset their Stamina Combo.

Once this duration expires, one gains 1 Fatigue per second spent holding one's breath. Once this reaches 100, one falls unconscious until one may breathe again.

If underwater and buoyant when falling unconscious (in calm waters and not Over-Encumbered), one floats upwards, continuing to gain Fatigue while underwater, and may breathe once more if this carries them to above the surface of the liquid. If outside a liquid, one is forced to breathe.

If one suffers 150 Fatigue from a lack of breathing, one suffers the Brain Damage Wound (minor). If one suffers 200 Fatigue this way, one dies.

Unconsciousness:

One may be rendered unconscious by sleep, oxygen deprivation, head trauma, or blood loss. Besides sleep, such effects should provide a duration, otherwise assume 1 hour.

While unconscious, one may not perform any actions, loses all Balance, and is forced to become prone by falling. Likewise, one may not apply any of their senses actively, and only their Hearing passively if sleeping (as well as touch, though this has no mechanical basis). Only Loud sounds may register to one's hearing during this time.

When attempting to strike an unconscious target from a distance (such as while one is standing), use only the base Avoidance of the target, applying no Grace bonus. Otherwise, if on an equal level, one may spend double the AP for an attack to guarantee a hit.

Faculties:

Action Points:

Ranges from 0-100, 100 by default.

Action Points, or AP for short, represent one's capacity to perform actions as an abstraction of time. Every action has a cost in AP when it is to be performed during the sequence of a Call to Action. This is to a minimum value of 10 after all other modifications, unless otherwise noted.

During a Call to Action, AP is recovered to one's limit at the Beginning of each Round. Out of Action, most actions/endeavors do not require AP to be performed.

One's AP Limit may be reduced or raised by certain effects. Pain (see right) is the most common modifier, reducing this limit by a corresponding amount. Effects which raise one's AP limit are generally rare and magical in nature.

Skill Points:

Ranges from 0-10, 10 by default.

Skill Points represent one's current capacity to utilize more advanced/difficult Skills. Active Skills have an associated Skill Point cost. When using such an ability, one's reserve of Skill Points decrease by a corresponding amount.

As outlined in the Rest section, one recovers 1 Skill Point for every hour of sleep (rounded up), or through every 3 hours of a Brief Rest.

This rate can be increased 1 per hour of Brief Rest, though one gains 10 Exhaustion per hour as an additional cost, Fatigue recovery is otherwise unaffected.

Pain:

Ranges from 0-100, 0 by default.

Pain represents the total amount physical discomfort one is experiencing which could pose as a detriment to one's focus. This is mostly commonly gained through wounds and injuries, though other effects may also inflict it.

One's AP Limit is reduced by one's current Pain, if reaching 100, one is unable to perform any actions. One may ignore an amount of Pain equal to their Fortitude.

Pain is lost through recovering from the Status inflicting it.

Stress:

Ranges from 0-100, 0 by default.

Stress represents the overall irritation, distraction, or anxiety one is experiencing, be it physical or mental. This is most commonly gained through agitating Statuses, discomfort, Exhaustion, or exposure to a phobia.

One suffers a negative modifier to any Rolls one makes equal to the value of one's Stress.

One may begin to recover Stress when the causative effect ends. One loses 2 for every hour spent sleeping.

Balance:

Ranges from 0-100, 100 by default.

Balance represents how even one's footing is. This is most commonly reduced by difficult terrain, being shoved, or moving erratically.

When one has 50 or less Balance, one is "Off-Balance".

When one would move while Off-Balance, distance traveled counts as doubled against one's Movement Limit. Whenever a one starts a Round Off-Balance, or becomes Off-Balance Out of Action, they must make a Balance Roll. A Balance Roll is done by making a Grace Roll against one's current Balance. No effect occurs upon a success. otherwise one falls prone.

One recovers Balance via the Repose action.

Fatigue:

Ranges from 0-100, 0 by default.

Fatigue represents the physical tiredness which one accumulates after exerting oneself too heavily.

Certain physically intensive actions require "Stamina" as part of their cost, with a corresponding component of this Faculty being one's "Stamina Combo".

Whenever one would perform an action which requires Stamina, increase one's Stamina Combo by 1. At the end of a Round, one gains an amount of Fatigue equal to the sum of each distinct value of Combo one attained that Round (e.x. if one reaches 3 Combo, this is 3, plus 2, plus 1 Fatigue for a total of 6).

If one would be required to spend Stamina in excess of a value of 10 plus one's Athletics, increase one's Stamina Combo by 2. If in excess of twice this value, increase one's Stamina Combo by 3.

At the end of each Round, mitigate the Fatigue one suffers by the value of one's Endurance.

One's Combo resets to 0 at the End of a Round during which one spends no Stamina.

When one accumulates 10 or more Fatigue, difficulties are imposed on physical actions. Physical actions includes those requiring a Stamina cost, which directly impose Fatigue, or would instruct one to perform a Roll which uses a Strength or Dexterity governed Trait as a modifier.

Any Roll made against a PV as part of such an action must equal or exceed one's Fatigue, or else be considered a failure (e.g. treat one's Fatigue as the "minimum" PV).

When one reaches 100 Fatigue, one is unable to perform actions requiring Stamina (regardless of if they would otherwise require a Roll as per above).

For every 50 Fatigue one suffers beyond 100, one additionally suffers 1 level of the Heart Attack Status (see Afflictions).

One's Fatigue is decreased by Resting (see Rest section).

Exhaustion:

Ranges from 0-100, 0 by default.

Exhaustion represents the mental tiredness which stems from prolonged wakefulness and conscious effort.

Certain mentally intensive actions require "Will" as part of their cost. If such a cost exceeds a value equal to 10 plus one's Focus, one suffers the difference as Exhaustion. If one has performed an action which requires Will for at least 2 consecutive Rounds, increase its Will cost by 10.

When one accumulates 10 or more Exhaustion, difficulties are imposed on mental actions. Mental actions include those requiring a Will cost, which directly impose Exhaustion, or would instruct one to perform a Roll which uses an Intellect or Acuity governed Trait as a modifier.

Prior to one performing any such action one must make an Exhaustion Roll. This is a Focus Roll against one's current Exhaustion. Upon a success, the action is performed as normal. Otherwise it is wasted, along with any other costs.

When exceeding 100 Exhaustion, one suffers an amount of Stress equal to half the excess. This Stress is automatically lost as Exhaustion is recovered (e.g. it is not required to be considered separately while sleeping). Likewise, this Stress does not otherwise impede one's ability to fall asleep.

When one reaches 200 Exhaustion, one falls unconscious for one hour.

One's Exhaustion is decreased by Resting at minimal levels (15 or less), otherwise one must sleep to recover.

Statuses:

Statuses describe certain conditions of mind or body which one may be experiencing at a given time. Generally, most Statuses are negative in effect, as a significant deviation from one's usual state of being would reflect something having gone awry, though some provide benefit.

Some Statuses or Afflictions may refer to other Statuses, most often “General Statuses”, which describe more symptomatic conditions. While they may be inflicted together, consider such Statuses independently.

When a Status has a possible magnitude, it is expressed as via a "Level", which will list valid range of values.

Some Statuses are inflicted by damage. These, along with any illnesses, are listed under the “Afflictions” section. Others are a product of one's metabolism (eating, drinking, sleeping), and are included in their corresponding section.

General Statuses:

Dizzy:
Level of 1-10. Lower one's maximum Balance by 10 per level.

Sore:
Level of 1-10. Imposes a base level of 10 Fatigue per level, which cannot be recovered through Rest.

Tired:
Level of 1-10. Imposes a base level of 10 Exhaustion per level, which cannot be recovered through Rest.

Weak:
Level of 1-10. Reduce one’s Strength governed Traits by the level of this Status.

Tremors:
Level of 1-10. Reduce one’s Agility governed Traits by the level of this Status.

Fever:
Level of 1-10. Reduce one’s Vigor governed Traits by the level of this Status.

Delirious:
Level of 1-10. Reduce one’s Intellect governed Traits by the level of this Status.

Dazed:
Level of 1-10. Reduce one’s Acuity governed Traits by the level of this Status.

Physiological:

Blinded:
Level of 1-3. At level 1, treat everything one sees as Lightly Obscured. At level 2, treat everything one sees as Heavily Obscured. At level 3, one cannot see.

Deafened:
Level of 1-3. At a level of 1, treat one’s hearing as being one tier worse, and ignore any special hearing traits. At level 2, do not apply any Acuity derived modifiers to Rolls or Perception involving one’s hearing. At level 3, one is completely deaf.

Congested:
Level of 1-3. At a level of 1, treat ones sense of smell as being one tier worse. At a level of 2, one cannot smell. At a level of 3, treat one's Stamina Combo as a base value of 1.

Nauseous:
Level of 1-3. One actively suffers 10 Stress per level. At a level of 2 or 3, whenever one would spend Stamina, make a Vitality Roll against one’s Fatigue. Upon a Failure (or non-Major success at level 3), one gags, losing 25 AP that Round. Upon a Major Failure (or Failure at level 3), one vomits, losing any available AP for the Round. Whenever one vomits, lower the level of this Status by 1.

Intoxication:
Level of 1-5. Inflicted by alcohol and other intoxicants (substance and Vitality dependent), which may include other effects beyond those listed here. One suffers one level of Dizzy and Dazed per level, and one level of Nauseous for each level past 3. One falls unconscious at a value of 5 until one recovers to 3 levels or less. Decrease by one level every hour.

Bleeding:
No maximum level. During a Call to Action, make a Fortitude Roll against the level of this Status, suffering 1 level of the Shock Status upon a failure. Out of Action, make a Fortitude Roll against one's current level of the Bleeding Status every 10mins, suffering 1 level of the Bloodloss Status upon a failure, and additionally 1 level of the Shock Status upon a Major failure.

Bloodloss:
No maximum level. When the level of this Status exceeds one's Weight plus Vitality, one dies.

Shock:
Level of 1-3. If inflicted by Bleeding, one suffers a penalty to their maximum Balance equal to their current Bleeding, multiplied by the level of this Status, otherwise one suffers 1 Dizzy per level. One additionally suffers 1 Tired and 2 Weak per level. At a level of 3, whenever applying Bleeding and each minute, one must make a Fortitude Roll against a PV50 or one's current Bleeding, whichever higher. Upon a failure, one falls unconscious for a number of minutes equal to the difference of the result and required PV.

Psychological:

Inspired:
Level of 1-3. Whenever one would perform a Roll, one may instead Roll twice, choosing the result they wish to keep, ignoring the other. Whenever one does so, and whenever one sleeps, lower the level of this Status by 1.

Obsession:
Level of 1-3. One becomes fixed on a particular topic, idea, or activity. One gains a bonus to any Intellect or Acuity based Rolls pertaining to this fixation equal to 5x the level of this Status, and a penalty to any unrelated Rolls equal to 10x the level of this Status.

Sleep Deprived:
Level of 1-3. One suffers 5 Delerious and Dazed per level. At a level of 2 or 3, one gains no benefit from Rest where one is not asleep. At a level of 3, one must make an Exhaustion Roll each hour. Upon a failure, one falls asleep until one recovers at least one level of this Status (via a full duration of sleep) or is otherwise reawakened.

Rage:
One may treat their Strength and Vigor as being 5 higher, and one's Agility and Acuity as 5 lower. One fails any Intellect based Rolls, treating the result as 1 if a value is necessary.

Confused:
One automatically fails any Intellect or Acuity based Rolls, treating the result as a 1 if a value is necessary. One cannot understand speech or speak coherently. Whenever one moves, roll a d100. On a Critical result, one moves in the intended direction, otherwise one moves an equivalent number of degrees to the left if even, right if odd. Likewise, one may only recognize another individual on an even result of a d100 Roll.

Despair:
One must Rest for twice as long while waking to receive its normal benefits, or 1.5x longer if sleeping. One's AP limit is reduced by 20, and one suffers 3 Weak and Tremors.

Surprise:
One is unable to act during a Round immediately after gaining this Status. Outside of Action, one suffers 5 Stress, which is lost over the course of minutes (rather than the typical means of reduction). This Status is lost when this Stress reaches 0 or following the Round when one is unable to act.

Fear:
One actively suffers 15 Stress.

Terror:
One suffers 10 Stress, and actively suffers an additional 15 Stress, and must attempt to use any available movement to flee from a physical source of this Status (if visible).

Circumstantial:

On Fire!:
Level of 1-3. Any effected area suffers 5 Burning damage per level at the start of each Round. Such damage is cumulative with any previous instance, causing a new instance once a Scorch Wound is inflicted.

Shocked:
Caused by sudden shocks of electricity or thunder. Level of 1-3. At a level of 1, any unspent AP cannot be retained. At a level of 2, one cannot redeclare actions. At a level of 3, one is unable to act for 1 Round. One additionally suffers 3 Tremors per level.

Frozen:
Caused by freezing and petrifying magics. Level of 1-3. At a level of 1, halve one's Movement Limit. At a level of 2, one cannot use Movement actions. At a level of 3, whenever performing an action which costs Stamina, one must make a Power Roll against a PV50, or else it fails. One additionally suffers 3 Weak per level.

Pinned:
Causes:
When one is prone or otherwise unable to move a lateral distance greater than one's Reach.
Effect:
One may not apply their Grace or any other positive modifier to their Avoidance. Increase the damage of any attack made against oneself by the Heft of the performing weapon.

High-Ground:
Causes:
When one is at least 10ft higher than the head of an opponent.
Effect:
Halve the apparent Avoidance of such an opponent when performing Close Ranged shots. Treat one's Visual Subtlety as 10 higher against such an opponent.

Hidden:
Causes:
Caused when an individual is unaware of one's presence.
Effect:
Consider only the Base Avoidance of the target while performing a melee attack or Close Range shot. Treat any modifier to hit limbs/joints as one third its usual value.

Charging:
Causes:
When one has spent the entirety of Movement afforded by the Sprint action this Round, or has fallen a distance of at least 15ft. Ended upon cessation of motion or use of effect.
Effect:
Treat the Stamina cost of the next melee attack one performs as being only 1x the weapon Heft. Increase the Damage of this attack by a value equal to one's Weight.

Afflictions:

Wounds are Statuses inflicted directly by damage (typically as a product of violence). Injuries are sustained from environmental damage and accidents. Illnesses are otherwise contracted from either the environment or other afflicted individuals.

Damage:

Damage is inflicted by effects such as attacks, spells, traps, or fire. There are four types of damage, these being Slashing, Piercing, Concussive, and Burning. Burning damage may likewise be distinguished as Heat, Cold, Caustic, or Electric as necessary for specific resistances.

Wounds inflicted via damage may be one of three tiers. A weapon attack will describe what type of Wound(s) it inflicts. Otherwise, compare the damage of the source to the listed ranges. If an effect lists a "Base" version of such a Wound, treat it as 10, 20, or 30 Damage, respectively. One may suffer any number of instances of a given Wound.

The effects of a Wound may either be a direct value, or depend on the amount of Damage which inflicted it. For melee attacks, treat this value as the Base Damage of the Wound plus one's Power. Such dependencies will be listed as some multiple (of the Damage), rather than a direct integer.

Vital Wounds are more serious wounds inflicted by either Critical damage or a tier 3 Wound against a specific limb/vital point. Apply any such Status independently of the Wound which would cause it. Damage is considered Critical if the Hit Roll of an attack which inflicted it is itself Critical. One may only suffer one instance of any given Vital Wound per Limb.

Each damage type has a corresponding "Severe" damage type. Respectively, there are Slashing and Cleaving, Piercing and Penetrating, Concussive and Bludgeoning, and lastly Burning and Blazing. Severe damage is always treated as a Critical instance of its base type, and itself may be Critical (for determining Vital Wounds). Blazing has no associated Vital Wounds, instead double the effects of any Burn Wound which it would inflict.

Certain Wounds may describe inflicting "Active" Pain. In such cases this Pain is only felt upon use of a limb bearing such a Wound, reducing any unspent AP one has by this value (any Stamina use counts against one's Torso). If this would exceed one's remaining AP, any remaining declared actions (regardless of their original cost) may not be performed this Round.

Wounds persist outside of combat, and recover over time. For how long a type of Wound takes to recover, and methods of treating them, see the Medicine section.

Wounds:

Slashing:

Scratch: 1-10
- 5 Pain

Cut: 11-30
- 10 Pain
- 1x Bleed

Laceration: 31+
- 20 Pain
- 1x Bleed

Piercing:

Prick: 1-10
- 3 Pain
- 5 Active Pain

Puncture: 11-30
- 10 Pain
- 1x Active Pain

Rent: 31+
- 10 Pain
- 1x Active Pain
- 0.5x Bleed

Concussive:

Bump: 1-10
- 0.5x Fatigue

Bruise: 11-30
- 0.5x Fatigue
- 10 Pain

Contusion: 31+
- 0.5x Fatigue
- 15 Pain
- 1 Bloodloss

Burning:

Singe: 1-10 Damage
- 0.5x Pain

Scald: 11-30 Damage
- 0.5x Pain
- 0.5x Stress

Scorch: 31+ Damage
- 0.5x Pain
- 0.5x Stress
- 2 Bloodloss

Vital Wounds:

Cut Ligament:
Causes: Critical Slashing, Rents (to Arms)
Effect: Affected limb suffers a negative modifier to the Roll of any performed action equal to the causative damage.

Dislocated Leg:
Causes: Critical Concussive, Rents (to Knees/Pelvis)
Effect: Reduce maximum Balance by 2x causative damage.

Arterial Bleeding:
Causes: Slashing, Critical Punctures/Rents (to Artery)
Effect: Apply Bleed equal to half the causative damage.

Internal Bleeding:
Causes: Critical Piercing/Bludgeoning
Effect: Apply Bleed equal to half the causative damage, to a maximum Bloodloss of 2 per limb, 3 for head, or 5 for torso.

Fractured Bone:
Causes: Critical Concussive
Effect: Active Pain equal to causative damage.

Broken Bone:
Causes: Critical Bludgeoning, Repeated Fracture
Effect: Broken limb is unusable, cumulative with Fracture.

Concussion:
Causes: Critical Concussive (to Head)
Effect: Inflict 4 levels of Dizzy and 2 of Nauseous, neither may be reduced for the duration of this Wound.

Knock-Out:
Causes: Contusion (to Jaw), Critical Contusion (to Head)
Effect: One falls unconscious for a number of seconds equal to the causative damage.

Winded:
Causes: Critical Concussive, Contusions (to Torso/Neck)
Effect: Treat one's Fatigue as 90 for 3 Rounds.

Disemboweled:
Causes: Critical Cuts/Lacerations (to Lower Torso)
Effect: 40 Active Pain.

Paralysis:
Causes: Cleaving/Contusion (to Spine or Neck)
Effect: Legs unusable if spine is affected, body (excluding head) unusable if neck is affected.

Slit Throat:
Causes: Laceration, Critical Piercing/Concussive (to Throat)
Effect: 50 Fatigue, Arterial Bleeding. One suffers breathlessness as if drowning while Bleeding persists.

Dismemberment:
Causes: Critical Cleaving (to Joint)
Effect: Affected limb is removed from one's body.

Organ Damage:

Minor Organ Damage:
Causes: Critical Cleaving/Bludgeoning/Piercing

Major Organ Damage:
Causes: Critical Penetrating, Repeated Minor Organ Damage

General Organ Damage:
Minor:
One suffers a level of Bloodloss equal to 0.4x what one can tolerate at a maximum, rounded down.
Major:
The maximum level of Bloodloss one may suffer is reduced to 0.8x, rounded down.

Stomach Damage:
Minor:
One suffers 1 Nauseous and 5 Fever.
Major:
One suffers 3 Nauseous and cannot eat or drink.

Lung Damage:
Minor:
Double any Fatigue gains one suffers.
Major:
Treat one's Stamina Combo as no less than 10 at all times, increasing from this value when performing physical actions.

Heart Damage:
Minor:
Halve one's AP Limit (Pain is otherwise unaffected).
Major:
One dies.

Eye Damage:
Minor:
One suffers 1 level of the Blind Status.
Major:
One suffers 3 levels of the Blind Status.

Brain Damage:
Minor:
One suffers Confusion, 3 levels of Dizzy, 5 levels of Tremors, and 5 levels of Tired.
Major:
One dies.

Random Organ Table *(for Torso, see Body)*:

1-50:	*General Organ Damage*
51-65:	*Stomach Damage*
66-90:	*Lung Damage*
91-100:	*Heart Damage*

Injuries:

Falling:
Cause:
Whenever one falls from a height over 10ft while landing on one's feet, or any height without, one suffers a range of possible effects, described below.
Effect:
Roll a d100, halving the result, adding 1 for every additional foot fallen beyond 10ft. Effects are cumulative.

1-25: No effect.
26-75: One suffers the Winded Status
76-90: Sprain a random joint one landed upon (assume ankle if otherwise ambiguous).
91-110: One suffers Concussive damage equal to the total distance fallen.
111-130: Treat the damage as Bludgeoning.
131-150: Treat Bludgeoning Damage as additionally Critical.
151+: One dies.
Recovery:
See the recovery of any applied Injuries.

Sprain:
Cause:
If one trips on uneven terrain as a result of a Critical Failed Balance Check, one suffers this Status against an ankle (right if odd, left if even).
Effect:
The effected joint suffers 15 Active Pain if bearing weight or holding an object over 1lb. Out of a Call to Action, one's Movement Limit is reduced 0.75x (to nearest integer) if the joint is within one's leg.
Recovery:
For every 3 hours not spent bearing/holding weight, the Pain of this Status is reduced by 1, and the Status ends when reaching 0. This reduction is increased by 1 if the joint is immobilized/compressed, and by 1 again if iced.

Strain:
Cause:
If one fails a Roll due to Fatigue, one random limb used to perform that action suffers this Status.
Effect:
The effected limb suffers a negative modifier to any Stamina-costing actions it performs equal to the difference between the result of the Roll and one's Fatigue, and half as much Active Pain as this value if Critical.
Recovery:
For every 3 hours spent not using the effected limb to perform actions which cost Stamina, the effects of this Status are reduced by 1 each, and Status ends when these values are 0. This reduction is increased by 1 if the limb is iced.

Frostbite:
Cause:
Continued exposure of a limb to freezing conditions, particularly while wet, see Weather section.
Effect:
Level of 1-3. One suffers 1 Sore per level, and the skin blackens. At a level of 1, the effected limb suffers 20 Active Pain. At level 2, the limb is completely numb, and is unusable, permanent scarring occurs. At level 3, the limb is permanently damaged, and will autoamputate after 1 week.
Recovery:
For levels 1 and 2, 1 level of this Status may be recovered by spending 1 hour rewarming the limb per its current level.

Hypothermia:
Cause:
Continued exposure to freezing conditions, particularly while wet, see Weather section.
Effect:
Level of 1-5. One suffers 1 Dazed, Tremors, and Tired per level. One suffers 2 Delirious per level above 3. At level 3 or more, one suffers the Confused Status. One gains an amount of Exhaustion every quarter hour equal to the level of this Status, dying if this value reaches 200.
Recovery:
One may recover 1 level of this Status by spending 1 hour rewarming oneself per current level. Such warming must be warmer than one's average body temperature.

Heatstroke:
Cause:
Excessive insulation, thirst, or exercise in high heat, or overly extreme temperatures, see Weather section.
Effect:
Level of 1-5. One suffers 1 Dizzy, Weak, and Delirious per level. One suffers 1 Nausea per level above 3. At level 3 or more, one suffers the Confused Status. One gains an amount of Fatigue every quarter hour equal to the level of this Status, dying if this value reaches 200.
Recovery:
One may recover 1 level of this Status by spending half an hour per their current level in cooling conditions, doubling this rate if mostly undressed and doubling it once more if ice is applied to oneself.

Rotfoot:
Cause:
One's feet are continuously exposed to damp conditions without cleaning for a period of over one day.
Effect:
Level of 1-5. One suffers a penalty to one's Movement Limit equal to 1 per level, 1 Sore per level above 2, and 5 Illness per level beyond 3.
Recovery:
Levels of 3 or less may be recovered by keeping the effected limb clean and dry, recovering 1 level per day. Otherwise, the movement penalty may not be recovered past a level of 3.

Bugbites:
Cause:
Exposed skin with biting insects nearby (particularly Humid Climates), gaining one level per hour of exposure beyond the first in such an area.
Effect:
Level of 1-3. One suffers 5, 7, or 10 Active Stress respectively per level. At level 2 or 3, one suffers 1 Sore. At level 3, one suffers 1 Fever. One may catch the Fly-Fever Status under similar conditions, but this is determined separately.
Recovery:
One recovers 1 level every 3 days. One may ignore the effects of the Stress gained for one minute by itching themselves.

Sunburn:
Cause:
One suffers this Status every 3 hours spent in Hot weather, or every 1 hour in Inclement Hot weather.
Effect:
The exposed skin suffers a Burn of the Singe level, to a maximum value of 10, with 2 cumulative damage per instance of the infliction of this Status.
Recovery:
One recovers from this Injury per the Burn Wound.

Heart Attack:
Cause:
Certain poisons, 100 cumulative Stress.
Effect:
Level of 1-5. At level 1, one suffers 2 Nausea, 3 Dizzy, and 3 Weak. At level 2, double the previous effects. At level 3, one additionally suffers the effects of the Heart Damage Wound, at a minor level. At level 4, one falls unconscious for one hour. At level 5, one suffers the major effects of the Heart Damage Wound (e.g. one dies).
Recovery:
One can potentially lose levels of this Status if another character performs cardiopulmonary resuscitation (CPR) on oneself, should they have a skill within Advanced First Aid, to a minimum of level 2. One recovers from level 2 to 1 in one day, and from level 1 in one week.

Illnesses:

General Infection:
Cause:
At the end of each day while suffering an unsterilized slashing, piercing, or burning related Wound, make a Vitality Roll against the total causative damage of any such Wounds, counting burns twice. Upon a failure, one random such Wound becomes infected; upon a success, one becomes immune. In either instance that Wound no longer counts for future checks.
Effect:
One suffers 1 Fever for every 10 damage (rounded up) of their infected Wounds, with a level of Sore, Tired, and Delirious of half this value. If one's Fever reaches a total level of 10, one dies. Every day, make a Vitality Roll against 10x the level of one's Fever Status, losing one level upon a success or gaining one level upon a failure. One recovers once reaching a total Fever of 0.

Bloody Flux (Dysentery):
Cause:
Contracted via ingestion of untreated water or contaminated food. Upon consumption, one makes a Vitality Roll against a PV50. Upon a failure one becomes symptomatic the next day.
Effect:
One constantly suffers 3 levels of the Thirst and Fever Statuses upon becoming symptomatic regardless of water consumed, and requires hydration each hour, as one suffers bloody diarrhea. At the end of each day once symptomatic, repeat the initial Vitality Roll. Upon a success, one recovers one level of Fever and Thirst inflicted by this illness. One recovers from this illness once each symptom reaches a level of 0.

Fly-Fever (Malaria):
Cause:
For every hour spent in insect ridden areas while one's skin is exposed, make a Vitality Roll against a PV equal to the number of consecutive hours spent exposed. Upon a failure, one becomes symptomatic the following week.
Effect:
One suffers 5 levels of Fever, Sore, Tremors, and Dazed, and 2 of Nauseous. At the end of each day once symptomatic, make a Vitality Roll against a PV50. Decrease one's Fever by 1 for each success and increase it by 1 for each failure. One recovers from this illness once reaching a total Fever of 0.

The Senses:

Every individual has senses used to observe one's environment, three of which with associated mechanics. These are Sight, Hearing, and Smell. It may be assumed one's other senses work as expected, but this does not require any consideration within the rules.

Different aspects of one's environment are correlated to an individual sense, and individually are referred to as stimuli. One may apply their senses Actively or Passively to notice and observe any stimuli.

Active senses are used when one is consciously engaged in searching for either a stimulus, or the origin of a stimulus.

Passive senses are used when one is not consciously seeking out a particular perception, however due to one's alertness a stimulus catches their notice.

Stimuli have a value referred to as "Subtlety", to describe how difficult they are to detect or the likelihood of being randomly noticed among other sensations. This value can range from 0 to over 100.

Some specific circumstances (such as sneaking) will describe the Subtlety of a stimulus, however in most instances this will be initially undefined. In such cases, the GM may determine a Subtlety they find suitable, or use the result of a Roll to randomly determine one.

Some example correlations between Subtleties and stimuli are listed below…

10: *Fireworks at night, shouting in one's ear, smelling salts.*

20: *A lantern at night, a nearby scream, the smell of a corpse.*

30: *Brightly colored paint, conversational voices, sewage.*

40: *Someone ducking behind a corner, footsteps, perfume.*

50*: Glint off a polished surface, a twig snapping, cooked food.*

60: *Dust on a surface, wind passing by, burning tobacco.*

70: *The whites of their eyes, voices in a crowd, smoke.*

80: *A pattern resembling a face, a whisper, a blooming flower.*

90: *A marching ant, breathing, sweat.*

100+*: Threads within cloth, a heartbeat, one's own odor.*

Active Senses:

Active senses are applied through actions, the primary ones being the Scan, Search, and Discern actions, described completely within the Misc. Actions section.

The Scan action is used to initially determine if one can perceive a stimulus. The rules regarding this are similar to those of one's Passive senses, though performed via an Awareness Roll, which can raise one's passive value within the moment based on the outcome, allowing one to notice stimuli more Subtle than usual. If one fails to find a particular stimulus with the Scan action, one cannot find it until the stimulus becomes less Subtle.

The Search action is used to seek out the source of a stimulus one has previously noticed, or a target one believes is nearby. This action may need to play out over an extended duration, and therefore it may not be possible to complete within the duration of a Round or Call to Action. Likewise, it is assumed that the action is only used to seek out a quarry within one's vicinity which one could feasibly discover (per the GM).

Lastly, there is the Discern action. This action is used to determine or discover details or information about a target one has located. Such information can consist of small details, a pattern, its distance/motion, etc.

Passive Senses:

Passive senses involve a threshold, referred to as one's "Perception", for each of one's senses against which a stimulus of the corresponding type is checked.

The base value for any of one's Perceptions is 50 for a Standard sense, 80 for a Keen sense, or 20 for a Dull sense, adding one's Awareness to determine the final value.

Exhaustion reduces one's Perception by a corresponding amount. The effects of this are doubled if one is suffering the Sleep Deprived Status.

Certain additional circumstances may reduce one's Perception, such as distance, though as described the senses assume a stimulus is within "optimal" range.

If the Subtlety of a stimulus exceeds one's Perception, it goes unnoticed. If one has noticed a stimulus, one is aware of it until they choose to ignore it, or the circumstances producing it change (e.x. breaking line of sight).

When determining if a stimulus is noticed, make the determination once, unless the Subtlety of the stimulus decreases or one's Perception increases.

Sight:

One may see anything within their Field of View (a 90^{O} arc centered upon one's face, with an additional 45^{O} to either side for peripheral vision). By default, it is assumed this facing is perpendicular to one's body, though one may turn their head up to 90^{O} (parallel to one's body), freely Out of Action, or by the Look action during a Call to Action.

Standard vision allows one to comfortably see a target 1ft across from 100ft away, or 200/50ft for a Keen/Dull sense, with this size changing proportional its distance. One may not use their Passive Senses to perceive smaller details. Otherwise, the result of a Roll made to observe a smaller target is reduced proportionally to how small the target is (e.g. half the comfortable size halves the result).

Other effects which may hinder one's vision are darkness, haze, and cover. These effects will cause "Obstruction" of one of three levels; Light, Heavy, or Total.

Lightly Obscured:
Count the target as being 10x the distance for the purpose of discerning details.
Examples: *Shadows, Mist, Glare, Windows, Partial Coverage.*

Heavily Obscured:
Treat the Subtlety of any obscured target as 1.5x greater.
Examples: *Night, Fog, Hedges, Deep Waters, High Coverage.*

Totally Obscured:
One cannot see their target whatsoever, though they may still suspect or infer it is there.
Examples: *Total Darkness, a Blindfold, Total Cover.*

As it pertains to one's ability to see, the ranges of reduced obscurity (from Total) provided by common light sources against otherwise total darkness are...

Candlelight:
Areas within 1ft of the candle are Lightly Obscured, or within 5ft are Heavily Obscured.
Torchlight:
Areas within 10ft of the torch are Lightly Obscured, or within 30ft are Heavily Obscured.
Moonlight:
Directly exposed areas are Heavily Obscured.
Sunlight:
Areas within 10ft are Unobscured, within 30ft Lightly Obscured, and within 60ft are Heavily Obscured.

Lastly, there are two special vision attributes.

Low-Light Vision:
If resulting from darkness, one may ignore any Light Obscuration and treat any Heavy Obscuration as Light.

Horizon-Sighted Vision:
One may clearly resolve a 1ft target from 5x further.

Hearing:

One may hear a sound originating from any angle relative to themselves. Sounds are primarily distinguished by their Subtlety, however some are labeled as "Quiet" or "Loud". General Subtlety values assume one is within 10ft of the sound, Quiet 1ft, and Loud 100ft.

Beyond this range the Subtlety is increased proportional to distance (e.g. twice the distance equals twice the Subtlety), with no effect if closer in range. Sounds which occur outside one's Field of View (behind one's head) suffer this increase 1.5x faster (e.g. 2x distance equals 3x Subtlety).

Keen hearing allows one to treat Quiet sounds as if they were normal. Dull hearing forces one to treat Loud sounds as if they were normal.

As perception of volume is highly subjective, exact Subtleties and the Quiet/Loud qualities meant to provide a means to the GM of altering a sound to better reflect how readily it should be able to be heard.

There is one special hearing attribute; Infrasound Hearing. This sense allows one to hear sounds below the normal range of human hearing, including subterranean shifting, the rumblings of a hidden mechanism, the passage of heavy objects/large groups from a distance, etc., with minimal losses in intensity over distance. It is per the GM's discretion if such a sound occurs, though cultures such as dwarves commonly employ such sound to communicate.

Smell:

One can smell any sufficiently potent scent nearby, regardless of their facing. For most humanoids, this is the least acute sense one will commonly use.

Much as with hearing, the Subtlety of a scent represents how potent it is and one's ability to consequently detect it.

When one detects a scent, one is generally unaware of it's origin without using the Search action. A Keen sense of smell allows one to determine the direction of origin. A Poor sense of smell renders one incapable of discerning the origin of a scent.

Within a range (in feet) equal to one's Awareness, one may discern scent using normal Subtlety, otherwise the Subtlety is increased by 5 for every foot beyond this distance. If one is downwind of the scent, this is an increase of only 1 Subtlety per foot.

Certain animals have a sense of smell much more keen than any humanoid. In such cases, they will individual list any enhanced capability or effect this provides.

Rest & Sustenance:

Rest:

Certain Statuses and Faculties are recovered through Rest, notably including Fatigue and Exhaustion, and Skill Points.

There are two broad types of Rest; Brief and Extended. If a rule would refer to "the period of a Rest" or simply "Rest", assume a Brief Rest of at least one uninterrupted hour.

Brief Rest is a shorter period meant to recover Fatigue, Exhaustion, and Skill Points. To Briefly Rest, one may not exert themselves. For recovering Fatigue or Exhaustion, one may not spend Stamina or Will, or gain additional Fatigue or Exhaustion (respectively), with the recovery of Skill Points requiring each of these conditions to be met. Furthermore, one may not use movement actions for more than half the time spent Resting.

One receives the benefits of a Brief Rest once one has been at Rest for at least 10 minutes. The benefits provided for each Faculty are as follows.

Fatigue:
Reduce Fatigue by 1 every 6 minutes. This benefit is doubled if the entire period of Rest is spent seated or laying down, if that surface would qualify as at least "Good" quality bedding.

Exhaustion:
Reduce Exhaustion by 1 per every 12 minutes spent sleeping. If one's Exhaustion is below 15, one may recover 1 Exhaustion every 6 minutes without sleep.

Skill Points:
Recover 1 Skill Point per full 3 hours spent Resting, to a maximum of 5. If sleeping, recover 1 Skill Point per hour (rounded to nearest hour if awoken), to no maximum.

An Extended Rest is a period, potentially days or greater, meant to help recover negative Statuses and Afflictions.

To undergo an Extended Rest, one may not overly exert themselves. Unlike a Brief Rest, one may spend Stamina and Will during an Extended Rest, though one may not gain the benefits if one gains Fatigue or Exhaustion.

One receives the benefits of an Extended Rest once one has been at Rest for one day. The benefits of an Extended Rest are dependent on whichever Status(es) one is attempting to recover from (see Recovery section), otherwise there is no intrinsic benefit provided by an Extended Rest.

Sleep:

One must regularly sleep, requiring at least a third of each day to be spent sleeping to avoid penalty. By default, one does not oversleep and awakens at a decided time.

One has a period when they are accustomed to sleeping, for most, this is the initial third of the day (starting midnight).

When one remains awake into the period they are accustomed to sleeping, they suffer 1 level of the Tired Status. If exceeding the first half of this period, one gains 2 additional levels. Sleeping a comparable amount of time as half this period recovers 1 level. If one completely skips sleeping during this period, they receive one level of the Sleep Deprived Status. This repeats each time one would generally sleep. At the 10th level of the Tired Status, one is forced to sleep until at least one level is recovered.

One may nap outside this period to gain the benefits of sleep during Rest. Falling asleep this way requires one to Roll against the difference between 100 and one's current Fatigue or Exhaustion, and one may awaken any time.

When attempting to fall asleep, if one is experiencing any Pain or Stress, one must make an Instinct Roll against their combined value. Upon a failure, one loses the benefit of a number of hours of sleep equal to the 10's of that Roll.

One may ignore any interruptions to one's sleep that total less than an hour, or 30 continuous minutes. Otherwise, one loses the benefits of sleep during that period equal to the time spent awoken, to a minimum of 2 hours (e.g. a minimum of 1 level of the Tired Status upon waking).

There are four levels for the conditions where one may sleep. A typical mattress or bedroll offers Good quality, and a hard or uneven surface, such as the ground, Poor quality. Wearing armor or uncomfortably wet/cold/hot conditions each lower the quality by one level. Fine accommodations provide Excellent quality. Effects are as follows.

Excellent:
If one spends their normal period of sleep under these conditions, they receive the Well Rested Status until when they next sleep.

Good:
The typical quality of sleep, no particular rules.

Poor:
One retains 1 level of the Tired Status following their sleep.

Horrible:
One retains any levels of the Tired Status from prior to sleep, to a minimum level of 1, as well as 2 levels of the Sore Status.

Food:

One requires a certain amount of food each day to sustain themselves. The amount of nourishment a particular food provides is expressed in Rations, generally relative to its weight (e.g. “5 Rations per lbs”), however some items, such as a complete meal, will express a total value.

One must eat at least a total value of Rations equal to their Weight each day, increased by 1 for every 10 Fatigue one gains through activity in that given day.

If one does not eat a sufficient quantity in a given day, one suffers the Hunger Status (see Status section). If this persists, one suffers the Starvation Status.

It is assumed one consumes any available food they have without need of specification. If one possesses bulk food reserves, such as travel rations, one may deduct the amount of food one requires from this reserve each day. Likewise, if one is in an area where food is available for purchase, one may pay the necessary cost to sustain themselves each day. This is approximately 1-3 Flames per day for meals to simply sustain oneself.

One may likewise attempt to sustain themselves or supplement their food reserves via Hunting/Foraging (see section), though this is variable in what it provides.

Water:

Much as with food, one requires a certain quantity of water each day to sustain themselves, in this case one must consume their requirement every half day. This bi-daily requirement, assuming no outstanding circumstances, is 1.5 liters of water. Some beverages may provide a different value, in such cases this will be listed.

Hotter weather requires more water. One must consume 1.5x more water in Warm Weather, and 2x in Hot Weather.

As with food, one may simply deduct any required water from reserves (such as a canteen), and the cost of food in civilized areas may be assumed to include drinking water unless it is scarce due to the climate.

Metabolic Statuses:

Thirst:
Level of 1-3. Whenever one goes for longer than half a day without sufficient Water (see Food & Drink section), one suffers 1 level of this Status. One suffers one level of Tired per level of this Status. At a level of 2 or 3, one suffers 10 Stress. At a level of 3, one suffers 10 Pain. Whenever one drinks a sufficient quantity of Water, decrease the level of this Status by 1 (one must account for their usual requirements).

Dehydration:
Level of 1-10. After one gains a 3rd level of the Thirst Status, one instead suffers 1 level of this Status under the same circumstances. One gains 1 level of Dizzy per level of this Status. Under circumstances where one would gain more than 10 levels of this Status, one dies. Recovered via the same means as the Thirst Status, and one may not recover from the Thirst Status while inflected with the Dehydrated Status.

Hunger:
Level of 1-3. Whenever one goes for longer than a day without sufficient Rations (see Food & Drink section), one suffers 1 level of this Status. One suffers one level of Sore per level of this Status. At a level of 2 or 3, one suffers 10 Stress. At a level of 3, one suffers 10 Pain. Whenever one eats a sufficient quantity of daily Rations, decrease the level of this Status by 1 (one must account for their usual requirements).

Starvation:
Level of 1-10. After one gains a 3rd level of the Hunger Status, one instead suffers 1 level of this Status, though after a period of 3 days per level. One gains 1 level of Weak per level of this Status. Under circumstances where one would gain more than 10 levels of this Status, one dies. Recovered via the same means as the Hunger Status, and one may not recover from the Hunger Status while inflected with the Starvation Status.

Satiated:
Granted by a meal of Excellent Quality. Ignore the next 15 Fatigue one would gain, and one may make one use of their 4th Ancestral Ability for no Skill Point cost. Once one has ignored this Fatigue gain, one loses this Status.

Well Rested:
Granted by a full Rest's sleep in a bed of Excellent Quality. Ignore the next 15 Exhaustion one would gain, and halve the Skill Point cost of one's 3rd Ancestral Ability. Once one has ignored this Exhaustion gain, one loses this Status.

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Action

Rolling:

When an effect calls to make a Roll, this always refers to a d100, as outlined by the Introduction section.

A "Roll" refers to the process of rolling the die. The outcome of such an action is referred to as the “result” or “outcome”.

In many instances, one will be Rolling against a particular value (typically a PV), in such cases the value or means of determining a value to Roll against will be defined. Otherwise, an effect simply requires a result, in which case that result will be the only referenced value.

Probability Value:

A "PV" (Probability Value) is a percentile value (1-100) to Roll against. If a strictly defined value, "PV" will be followed by the value (e.x. a PV of 50 as "PV50"). A higher PV reflects a higher difficulty.

To roll against the PV, make a Roll, then compare the result to the PV. If the result equals or exceeds the PV, the outcome of the Roll is considered a Success. Otherwise, it is considered a Failure.

Modifiers:

Generally, a modifier alters the PV of the Roll, not the actual result of the Roll. This distinction is important to observe, and a rule which requires otherwise will state so. Note that because a higher PV is more difficult, a negative modifier increases the PV, and a positive lowers it.

A PV may not otherwise exceed a value of 100, nor be lower than a value of 1. Note that in the latter case such a PV is impossible to fail as the minimum result of a d100 will equal this value. If a modifier would otherwise modify a PV to exceed such a value, set the PV to the maximal value instead. Even should a PV be otherwise impossible to fail as a result of modifiers, perform the Roll, as the outcome of many Rolls are influenced by Major values and special results (see right).

As described above, a modifier may be positive or negative. If a rule does not specify a modifier to be positive or negative, assume it is positive and apply the appropriate value directly. Before modifying a PV, sum together all positive and negative modifiers to reach a single value.

When a rule calls for a *Trait* Roll (the Trait will be listed), apply 2x the value of that Trait, rather than the usual value. In general instances where Trait is listed independently, use the actual value of the Trait.

Major Results:

Major results represent significantly high/low outcomes. Such results occur when a Roll exceeds a value 1.5x higher or 0.5x lower than its required PV (rounding up).

If such an outcome must be accounted for, one may regard these thresholds as similar to a pair of secondary PVs. However, many Rolls will not need to account for Major results, and they may be ignored.

Special Results:

A Critical result occurs when the result of the Roll contains a duplicate digit, including the 0’s of a 100. This gives a 10% chance for a Critical for every Roll.

The “10’s” of a Roll refers to the integer value of the ten’s place of its result. For a typical d100 (2d10), refer to the die marked with two digits, with a "00" corresponding to 10, not 0. This should give a range of 1-10. If using any other method of randomly generating a value of 1-100, round any result that is not a multiple of 10 to the next highest multiple of 10, using the ten's place as described above (again, with a 100 corresponding to 10, not 0).

Likewise, the "1’s” of a Roll refers to the integer value of the 1’s place, in this case not rounding or altering the value. This is less common than taking the 10’s of a Roll, generally to provide more random results at any magnitude of outcome, as such use each as called for per a given rule.

Contested Rolls:

When an effect calls for a Contested Roll, each individual involved in the conflict makes a Roll.

If more than two individuals are involved in a contest, allies may treat the success of one as counting for the others, unless an effect should directly state otherwise.

Such a Roll may be against a PV, depending on the effect. In this case to succeed one must overcome the PV, regardless if one's result would otherwise be higher than their opponent's. Apply any allowed modifiers.

Otherwise, the individual who obtains the highest result is said to have succeeded the Roll and is the victor, with all the other contestants being considered to have failed. If allowed a modifier, apply it directly to the result of one's Roll prior to comparison.

Take Action:

When any number of individuals are about to enter into a contest (such as combat) with one each other or an active element/effect within the environment, there should be a Call to Action by the GM.

Call to Action:

When a Call to Action occurs, there are two possible types; Combat, when those involved are entering into battle with one another, and Contest, when those involved are simply competing with another (such as for speed) or the environment within a limited time frame.

Most humanoids who do not have a trait which grants them a familiarity with battle will suffer the Fear Status during a Call to Combat.

Situations outside of a Call to Action are simply referred to as "Out of Action" for distinguishment.

The Round:

During a Call to Action, actions and effects take place during the course of a Round— a 4 second period—during which characters have 100 AP at their disposal.

There are three turning points in the Round; the Beginning, where actions are decided and Faculties renew, the Start, where declared actions start to resolve, and the End, where any Round-limited effects conclude.

Intent:

At the Beginning of each Round, those involved declare their intent for that Round, which is an ordered list of any actions they wish to perform during that Round.

Declared actions must be a Primary action, and may have any valid Tertiary actions addended to them. Secondary actions may declared as a Primary action or addend as a Tertiary action. Addending an action to another causes them to be considered one action, combining any costs and restrictions. One may resolve the individual effects of any such grouped actions in whatever order they choose when resolving the greater action.

Once any involved individuals have selected the actions they wish to perform this Round (if any), they are all revealed simultaneously, whereupon they are said to be "Declared" in the order of their selection. Any costs, AP or otherwise, are now payed. Unless otherwise noted by its original cost or in the description of a modifying effect, an action costs a minimum of 10AP. Any unspent AP is retained for the remainder of the Round.

Resolving the Round:

Once actions are Declared, they are grouped into Sets according to their order of Intent, beginning with the first Declared action of any acting individual being placed into the first Set, then the second action into the second Set, and so on. If a one does not have any remaining Declared actions to place into a Set, they are considered Undeclared for each Set onward.

Once there are no remaining actions to place into a Set, this process concludes, and each Set is executed in order.

When executing a Set, resolve the actions in that Set in ascending order of their Initiative, which is the sum of any AP spent on that action (cost modifiers do count).

At the beginning of a Set, if a character has an action Declared, they may choose to Redeclare it, with this option presented any acting individual in order of least to greatest Reflex, using their current Initiative or a contested Roll as tie breaking options.

When Redeclaring an action, one may choose any actions from among their Primary action and its addended actions to change or forgo, only retaining addended actions which would be valid to a new primary action. Any forgone actions are ignored, and refund half their AP.

Any refunded AP and unspent AP from the beginning of the Round may then be used to pay the cost of a new action. A new Primary action may only be selected if the original was changed, likewise only one addended action may be chosen for every one selected to be changed. Any redeclared action costs an additional 2x AP. Once those who chose to Redeclare an action have finished making new selections, the Set starts as normal.

At the beginning of a Set, if one does not have an action Declared, one may choose to Declare one as a "Novel" action. This is done after Redeclaring actions, with any Novel declarations following the same order.

Novel actions may include one Primary action and one addended action, costing an additional 1.5x AP.

Once every Set has concluded, anyone may choose to spend any of their remaining AP, following the same rules as described above for Declaring Novel actions, though at an additional 2x AP, instead of 1.5x. Once all such actions are Declared, resolve them as if within a Set. Following this, the Round Ending occurs, then a new Round Begins.

As the new Round Begins, all those in the Call to Action regain any missing AP, up to their current AP limit.

Movement:

One has a Base Movement Limit that describes the total distance in feet over which they may travel each round. This is 10ft by default. Any movement one makes via actions is counted against this limit, and may not exceed it.

This value may be modified, in which case it is referred to just as one's Movement Limit. When modifying the Base Movement Limit, apply modifiers by addition/subtraction first, then multiplication. Whenever one performs a movement action, ignore any prior movement bonuses gained during the same Round.

Movement spent in the air (such as by jumping) is counted against one's movement limit. If one is falling at the end of a Round, they remain in that position until the beginning of the next Round. If one is falling at the Beginning of a Round, carry through any such movement from the previous Round, up to 2x one's Base Movement Limit. As previously stated, this is counted against one's Movement Limit, with any remaining movement available to spend via other actions after landing.

If one performs a movement action during a Round, they gain the corresponding description (e.g. using the Run action considers one to be "Running"). All movement actions cause one to be considered Moving, regardless if the Move action itself was performed or not.

Besides movement, one may occupy positions beyond being simply upright. These mainly consist of the Crouched and Prone positions. In either instance, halve one's Movement Limit, and one may not use the Run or Sprint actions.

While Crouched, halve one's Height, rounding up. Halve any incoming forced changes to one's Balance.

While Prone, reduce one's height to a tenth of its normal value, rounding up. One may only move via the Crawl and Shift actions. One is counted as having 0 Balance, but as one is already prone this has no effect unless referenced by another rule or action. Lastly, one may be prone Face-Up or Face-Down, using the Shift action to turn over. Unless otherwise noted this only effects the available targets one presents. The relative position one lands in may be inferred through context if necessary.

Some mediums may restrict or require some additional movement actions. Swimming and Climbing, as outlined to the right, have their own set of associated rules. Other undefined yet precarious movement such as traversing a tight crevice or surfaces requiring balance such as a beam may restrict one to actions such as the Shift or Crawl actions, or require a Balance Roll (similar to Climbing). Any such modification is per the GM's discretion.

Swimming:

Swimming is used to traverse fluids deep enough to hold oneself. Any movement requires the use of the Swim action each Round. While Swimming, one may only Move and Run, though the latter only doubles one's Movement Limit. One must spend additional Stamina equal to the distance counted against one's Movement Limit.

Distance one swims through Calm (still) waters counts 2x against one's Movement limit, in Turbulent (running) waters this is 3x, and in Raging (rapid) waters this is 5x.

If buoyant one may float. One is buoyant by default, losing buoyancy if Over-Encumbered or in disturbed waters.

Any actions which would inflict a forced Balance loss instead push one a corresponding number of inches.

If Swimming while Fatigued, one reduces their Balance by a corresponding amount and must make a Balance Roll at the beginning of each Round. If one fails this Roll, they begin to flounder and cannot move. This persists until one performs a successful Balance Roll (via the Repose action) to right themselves or fails once more, in which case one additionally begins to drown (see Breath).

Climbing:

Climbing may be used to scale vertical surfaces which one can gain purchase on. Any movement requires the use of the Climb action each Round. While climbing, one may only Move, Shift, and Jump to move. One must spend additional Stamina equal to the distance counted against one's Movement Limit.

At the end of each Round spent climbing, one loses an amount of Balance equal to the distance moved, plus Fatigue, minus Grace. Then make a Balance Roll. If one fails a Balance Roll while climbing, one falls.

Purchase comes in three levels, per below.

Steady:
Movement & Balance loss is counted as 2x greater.
Examples: *A ladder, a knotted rope, a series of deep handholds spaced within one's shoulder-width.*

Loose:
Movement & Balance loss is counted as 3x greater.
Examples: *A roughly stacked stone/brick wall, a rope, an ornate building facade, a steep dirt/gravel slope.*

Precarious:
Movement & Balance loss is counted as being 5x greater.
Examples: *A rough stone cliff-face, an icy slope, a plank-faced structure, a pole.*

Movement Actions:

Move:
AP: *10, Secondary Action (Free Once per Round)*
Move a distance up to one's Base Movement Limit.

Run:
AP: *25 - Grace*
Stamina: *10 (+5 per Consecutive Round Running)*
One's Movement Limit becomes 3x one's Base Movement Limit, then move up to this value. Make a Balance Roll. Limited to once per Round, one may not change facing this Round following this action.

Sprint:
AP: *50 - Grace*
Stamina: *15 (+5 per Consecutive Round Sprinting)*
One's Move Limit becomes 6x one's Base Movement Limit, then move up to this value (to a minimum of one's Base Movement Limit). Make a Balance Roll. Limited to once per Round, one may not change facing this Round following this action. If changing facing before resuming Sprinting, lose Balance equal to the angle of this change. If ending a Sprint before using the full movement bonus, lose Balance equal to the remainder, and make a Balance Roll. One must be Running, or have Sprinted last Round.

Shift:
AP: *5, Secondary Action (Free Once per Round)*
Move up to a quarter of one's Base Movement.

Jump:
AP: *25 - Grace*
Stamina: *20*
Jump a vertical/horizontal distance of up to 2.5/7.5 feet respectively, adding 1/2.5 feet if Running or 1.5/5 if Sprinting.

Swim:
AP: *35*
Stamina: *10*
One may swim (as described previously).

Climb:
AP: *65 - Grace*
Stamina: *10 + Weight*
One may climb (as described previously), requiring two free hands.

Crawl:
AP: *45 - Grace*
One may move up to half their Movement Limit. One must be in a Prone position.

Facing:

Facing describes one's relative relationship to their environment. This generally does not need to be considered unless moving quickly, for determining where an attack may strike, and one's available field of view (see Senses).

One is not restricted to any set of specific Facings, and may turn freely. The GM may adjust Facings as they see fit and determines any otherwise ambiguous Facings as relevant.

If one and another individual have Facings which are 180^{O} opposite and they can see each other, they are said to be Facing-Towards one another. If unable to see the other, they are Facing-Away from each other. If mutually Facing-Towards another, one may target their front freely and sides if swinging towards their same relative side. If another is Facing-Away from oneself, simply reverse any side which would be struck. Otherwise, the GM may determine what targets are presented to oneself based on context.

If moving opposite one's Facing (backing up) while standing, reduce one's Balance by 1 for every foot moved and make a Balance Roll at the end of that action. Count any distanced moved as twice as far unless via the Shift action, and one may not Run, Sprint, or Climb.

Positional & Balance Actions:

Crouch:
AP: *20*
One enters the Crouched position.

Go Prone:
AP: *35 - Grace*
One enters the Prone position.

Rise:
AP: *20 if Crouched, 50 - 2x Grace if Prone*
One enters a Standing position if Crouched or Prone.

Brace:
AP: *25 - Prof., Secondary Action*
Stamina: *20 (If Hit)*
Mitigate up to 10 plus one's Might of forced changes to one's Balance this Round. Cannot be performed if Off-Balance or if having previously moved this round.

Repose:
AP: *20 - Prof.*
Regain Balance equal to 25 plus one's Acrobatics.

Change Facing:
AP: *10, Secondary Action, Repeatable (Free Once per Round)*
Change one's Facing up to 90^{O}. One may not change their facing by more than 360^{O} per Round via this action.

Combat:

Guard:

When wielding a weapon, place one's weapon into one of five Guard positions. If one's weapon is not otherwise in a Guard position, it is "Open".

There are four "Angled" positions, these being High, Low, Left, and Right (relative to oneself). There is additionally the "Central" position, which exists neutrally between the Angled positions.

High and Low Guard are "Adjacent" to Left and Right Guard, and vice versa. Likewise, High/Low Guard and Left/Right Guard are "Opposite", respectively. The Central Guard position is simply Adjacent to all others.

If one's Angled Guard changes to a position closer to High Guard (e.g. Low > Left/Right > High), it is considered "Rising". Likewise, the reverse shift is considered "Falling".

One's High Guard may be "Raised" per any effect which allows one to change their Guard, and likewise one's Low Guard may be "Dropped". One's Guard is still considered as being in its original position, but is Open against the Opposite Guard. Some attacks may alter their state depending on if they originate from such a state.

Relative to an opponent one is directly facing, both individuals' Left/Right Guards are "Mirrored" respective to the other individual's same Guard Position, and may otherwise be treated as Opposite each other.

Guard Actions:

Change Guard:
AP: *5, Secondary Action, Repeatable*
Change one's Guard to an Adjacent position, Raise/Lower it from a High/Low Guard, or Open one's guard. If repeated, one may reverse their grip. This action has no effect if one's Guard is in an Open position.

Restore Guard:
AP: *Weapon Heft*
Change one's Guard from Open to any Angled position.

Openings:

When one's Guard is placed into the Open position, this begins a period called an "Opening", interrupting a Set.

When an Opening occurs, one may declare the Dodge action or Block with a shield. Then, anyone Engaged with oneself may declare up to one Primary and Tertiary action. All such actions use the rules for Novel actions.

Once all those involved have declared their intended actions, resolve them as if they were there own Set. Any further Openings which occur during this time are ignored.

Following this, the Set resumes as normal.

Engagement:

If an opponent is within a certain distance of oneself and is visible, then one is said to be Engaged with them. This distance is the nearest multiple of 5ft beyond one's reach (e.g. a 5ft reach equals an Engagement of 10ft; a 4ft reach equals an Engagement of 5ft). The opponent with which one is Engaged is not necessarily Engaged with oneself unless their Engagement distance is alike to one's own.

By default, one is unaware of the exact distance their opponent is from them, only if one is Engaged with them. One may attempt to attack an Engaged target even if it is beyond one's actual Reach, in which case the attack fails. One may determine an exact distance by using the Discern action against a PV equaling their opponent's Avoidance.

If an Engaged opponent would attempt to leave one's Engagement range, this creates an Opening unless the opponent retreats such that they are constantly Facing-Towards oneself and they are benefiting from the Dodge action during that movement.

If prone on one's stomach, one may not use the Block, Parry, or Dodge actions and may only select waist-down targets against standing opponents. If prone on one's back, one may Block, otherwise following the previous rules.

When attacking a prone target while one is standing, one must use the Reach tertiary action or use a Polearm. Treat the target as having 0 Agility in regards to Avoidance.

Binds:

When two weapons collide they enter a Bind. This may occur by purposely targeting another weapon with an attack (treat as a limb), or as part of the Block action, in which case the Bind is initiated in the Guard position of the non-attacking weapon. If two directly facing individuals each miss an attack against the other during the same Set, a Bind is initiated in a Central Guard position.

While Bound, weapons may only perform attacks which originate from a Central Guard position and Bind specific actions.

Leverage is conferred to the individual in an advantageous position. Only one individual may have Leverage at a time, if one would gain Leverage over an opposing weapon with Leverage, instead the opposing Leverage is decreased by a corresponding amount, until it reaches 0.

Bind Actions:

Disengage:
AP: *Opponent's Leverage - Dexterity*
End a current Bind. Each participant retains the same Guard position as held during the Bind.

Press:
AP: *15*
Stamina: *10*
Both participants make a contested Roll, one using their Power, their opponent their Might. If one is the victor, one gains Leverage equal to the difference in result, up to one's weapon Heft.

Turn:
AP: *15*
Stamina: *10*
Both participants make a contested Roll, one using their Leverage as a modifier, and their opponent subtracting it. If one is the victor, change each participant's Guard to an Adjacent Guard position (Mirrored for one's opponent).

Disarm:
AP: *20*
Stamina: *15*
Both participants make a contested Roll, one adding their Leverage and their opponent subtracting it. If one is the victor, force the opponent's Guard to become Open, ending the Bind. If one's result is at least twice the opponent's, force the opponent to drop their weapon. One must have at least 10 Leverage to initiate this action.

Defense:

Blocking, Parrying, and Dodging are the primary means one has to defend themselves.

Blocking and Parrying each require an Intercept Roll. An Intercept Roll is a Reflex Roll with an additional modifier of one's Intercept Prof. (shared between both actions), against a PV equaling the result of the incoming attack.

Intercept Rolls made in response to an attack with a lower Initiative value suffer a penalty equal to the difference.

Defensive Actions:

Block:
AP: *20 + Heft - Block Prof.*
Stamina: *Combined Weapon Hefts*
Make an Intercept Roll against an incoming attack from this current Set. If not a Major Failure, reduce the damage of the attack by the Block of one's weapon or shield, adding the 10's of the Intercept Roll. On a Success, reduce the outcome of the Hit Roll by the Block of the weapon plus one's Might (up to the Heft of one's weapon. This may cause the incoming attack to miss, but cannot cause the outcome to be considered a Major Failure. One's Guard must be Adjacent (and Angled) to the initial position of the attack. One cannot Block if Off-Balance.

Parry:
AP: *20 + Heft - Parry Prof.*
Stamina: *Heft*
Make an Intercept Roll against an incoming attack from this current Set. If the Intercept Roll is a Failure, no effect occurs. If the Intercept Roll is a Success, the attack is considered to have missed, and shift the Guard position of either involved weapon to a Central Guard position. Additionally, if the Intercept Roll is a Major success, the attacker's Guard becomes Open following this shift. One's Guard must be the same as the initial position of the attack for High, Low, and Central positions, or otherwise Opposite for Left and Right positions. One cannot Parry if Off-Balance.

Dodge:
AP: *25 - Dodge Prof., Repeatable*
Stamina: *20*
Increase one's Avoidance by 20 if not repeated. Repeated instances grant a bonus of 15 plus one's Grace. If repeated, ignore one's base Avoidance and use only any bonus value. One may move 1ft per repetition (including the initial instance), or forgo the Avoidance bonus for 2ft per repetition. Reduce one's Balance by 5 per repetition beyond the initial instance. Any bonus lasts until the End of the Round.

Melee Attacks:

Every melee weapon may perform a range of attacks per its description. These may be general or weapon-specific. By default, one may attempt to perform any attack valid to a weapon, though at a penalty if not proficient.

When one performs an attack action, it must have a target. A target can be whatever one chooses within one's Field of View and Reach, including an empty space. For active opponents, see the rules for Engagement (previous page). The target must be within or bordering one's Reach as the attack is performed. This Reach is the combination of one's Base Reach and the Weapon Reach. Moving and changing Facing as part of the action prior to the Hit Roll may bring the target into valid range, and one may wait for a target to enter a valid range to perform an attack.

If one would execute an attack action with no valid target, one may either attack the empty space before them, or otherwise choose not to perform the action, in which case any AP is wasted, but no Stamina is required.

Attacks will list an initial Guard position(s), followed by a final Guard position after a ">>>". In order to perform a particular attack, one's Guard must be within its initial range. In some cases one's choice within this range may have an effect (such as if it is Raised).

Attacks which list "One-Handed" require that only a One-Handed Grip is used. Likewise, "Two-Handed" attacks require that only a Two-Handed Grip is used. Attacks which list "Ambihanded" may be used with either Grip. Unless otherwise noted by a Skill or effect, this otherwise has no effect beyond how many hands one must use.

Most targets will have an Avoidance. For live targets, this is their Base Avoidance (determined by Ancestry/Qualities), adding their Grace and any additional benefits from defensive actions (such as the Dodge action). For inanimate targets larger than 10 inches, its Avoidance is 0, adding 10x the difference (in inches) if smaller than 10 inches (e.g. 7 inches, or a 3 inches under 10, equals 30 Avoidance).

Some attacks suffer an "Awkward Penalty", which is a negative modifier of 30 to the Hit Roll. This includes targets within half one's Reach or completely beyond one's standard field of view (solely within one's peripheral vision). Likewise, any General attacks one performs in which they are not proficient suffer this penalty. If multiple circumstances would apply, increase the penalty by 10 for each additional instance. Attempting to perform a Weapon Specific attack with which one is not proficient counts twice in this way.

In order to resolve an Attack, one must make a Hit Roll (a Dexterity Roll) against the Avoidance of the target. If the outcome of the Roll is a Failure, the attack misses. If the outcome of the Roll is a Major Failure, then one's Guard becomes Open, OR one loses 30 Balance. If the outcome of the Roll is a Success, then the attack hits and Damage is dealt. Critical Hit Rolls cause Critical Damage.

Attack Damage is dealt in the form of direct Wounds. By default damage is dealt against the torso. For variable Wound effects, the effective Damage of the attack is equal to the Base Damage of the Wound plus one's Power. This damage is used to determine any Vital Wounds as well. If the struck area is protected by armor (see Armor section), check if the Damage exceeds its Threshold, otherwise it deals no Damage. If exceeding this value, reduce the overall Damage by the Resistance of the armor, potentially lowering the Tier of the inflicted Wound.

Attack Secondaries:

Hold:
AP: *10 per Set, Ongoing*
Choose an attack and up to 1 attack tertiary. That attack is "Held" during each Set which another individual acts. One may not perform any attacks while this action is ongoing. When a target enters one's Reach, one may pay any costs of the Held action(s). If one does, this action ends and that attack is placed into the current Set at half Initiative.

Draw Weapon:
AP: *15 + Heft – Dexterity*
Draw one's weapon into a One-Handed Grip.

Sheathe Weapon:
AP: *35 – Dexterity*
Place one's weapon into its sheath or other means of carry.

Change Grip:
AP: *10*
Change one's Grip to use a different number of hands, a One-Handed Grip to the other hand, or reverse one's Grip.

Attack Tertiaries:

Rush:
AP: *Any Amount up to 10 + Dexterity*
Lower the Initiative of the attack by the AP spent on this action (this action does not otherwise raise the Initiative).

Aim:
AP: *20 - Dexterity, Repeatable 3x*
Apply a bonus to the Hit Roll equal to one's Weapon Prof.

Strike:
AP: *20 – Awareness*
Aim for a specific limb, joint, or vital point. Increase the Base Avoidance value of limbs by 3x (4x for head), or 6x for vitals.

Reach:
AP: *20 – Acrobatics*
Extend the Reach of the next attack one makes by half one's Base Reach, plus a number of inches equal to one's Dexterity. If this attack misses, reduce one's Balance by 20.

Power Attack:
AP: *20*
Increase the Damage of the attack by 1.5x.

Cautious Strike:
AP: *5*
Treat the Hit Roll as being 10 + Dexterity higher for the purposes of determining a Major Failure.

Brawling:

One may strike another individual with one's own body. By default, one may use the Punch, Kick (Front), Slap, and Headbutt attacks. Beyond this, specialized forms of each attack exist which modify their base version. These attacks must be learned via Skills.

Guard position in unarmed combat applies to one's arms, typically one at a time, and cannot be Raised/Lowered. Unlike armed melee combat, one's Guard is considered Open while outside a Central Guard position relative to one's opponent unless their Guard itself is Central. One's Guard may still be completely Open irrespective of this.

One's legs use a system of High, Middle, and Low for where they may strike. High kicks may target the head, neck, or shoulders. Low kicks may target the legs. Medium kicks may target any other position.

Unarmed attacks may use any of the Attack Tertiaries for armed weapons save for the Reach tertiary action.

Unarmed attacks all inflict Concussive Damage/Wounds. If relevant, treat the Heft of attacks delivered by one's Head/Arms as being equal to one's Weight, and one legs as 1.5x this value (rounding up).

If one performs an unarmed attack against a target which would completely nullify the attack and stop one's limb, that limb suffers a base Bump Wound.

During a Set, if one has declared a Kick-based action, halve one's current Balance, ignoring the effects of being Off-Balance unless one's Balance is further modified. Once the action is complete, restore any such missing Balance.

General Attacks:

Slashing

Swipe:
AP: *15 + Heft - Dexterity*
Stamina: *Heft*
Guard: Any >>> Opposite, One-Handed
Wounds: *Cut (Apply no Power)*

Score:
AP: *15 + Heft - Prof.*
Stamina: *Heft*
Guard: Central >>> Any, Ambihanded
Wounds: *Cut, Prick*

Slice:
AP: *20 + Heft - Prof.*
Stamina: *Heft (2x if Rising)*
Guard: High or Low >>> Opposite, Ambihanded
Wounds: *Cut, Laceration if Critical*

Sweep:
AP: *30 + Heft - Prof.*
Stamina: *2x Heft*
Guard: Left or Right >>> Opposite, Ambihanded
Wounds: *Laceration*

Slash:
AP: *35 + Heft - Prof.*
Stamina: *2x Heft*
Guard: Left or Right >>> Opposite, Two-Handed
Wounds: *Cut, CLEAVING*

Cleave:
AP: *35 + Heft*
Stamina: *3x Heft*
Guard: High (Raised) >>> Low, Two-Handed
Wounds: *Laceration, CLEAVING*

Chop:
AP: *15 + Heft - Prof.*
Stamina: *2x Heft*
Guard: Left, Right, or High >>> Central, Ambihanded
Wounds: *Base Cut*

Hack:
AP: *20 + Heft - Prof. (+10 if Raised)*
Stamina: *3x Heft*
Guard: High (Raisable) >>> Low (Lowered), Ambihanded
Wounds: *Cut, CLEAVING if Raised*

Hew:
AP: *35 + Heft*
Stamina: *4x Heft*
Guard: High (Raised) >>> Open, Two-Handed
Wounds: *Laceration, CLEAVING, Rent*

Piercing

Stab:
AP: *20 + Heft - Dexterity*
Stamina: *Heft*
Guard: Any >>> Central, One-Handed
Wounds: *Puncture (Apply no Power)*

Thrust:
AP: *25 + Heft - Prof.*
Stamina: *2x Heft*
Guard: Central >>> Central, Ambihanded
Wounds: *Puncture*
Increase Weapon Reach by 1ft.

Pierce:
AP: *35 + Heft - Prof.*
Stamina: *3x Heft*
Guard: Central >>> Central, Two-Handed
Wounds: *Rent*

Concussive

Club:
AP: *20 + Heft - Dexterity*
Stamina: *2x Heft*
Guard: Left, Right, or High >>> Central, One-Handed
Wounds: *Bruise*

Smash:
AP: *25 + Heft - Prof.*
Stamina: *3x Heft*
Guard: High >>> Low, Ambihanded
Wounds: *Contusion*

Crush:
AP: *40 + Heft*
Stamina: *5x Heft*
Guard: High (Raised) >>> Low, Two-Handed
Wounds: *Contusion, BLUDGEONING*

Bash:
AP: *25 + Heft - Prof.*
Stamina: *2x Heft*
Guard: Central >>> Central, Two-Handed (Ambihanded if Shield)
Wounds: *Bruise*
Use only one's Base Reach.

Weapon Specific:

Slashing

Flick:
AP: *15 + Heft - Prof.*
Stamina: *Heft*
Guard: Any >>> Central, One-Handed
Wounds: *Scratch (Apply no Power)*

Whirl:
AP: *35 + Heft - Dexterity*
Stamina: *5x Heft*
Guard: Left or Right >>> Open, Two-Handed
Wounds: *Cut 2x, CLEAVING*
May strike any target regardless of if one may see it.

Fell:
AP: *45 + Heft*
Stamina: *4x Heft*
Guard: Left or Right >>> Central, Two-Handed
Wounds: *Laceration, CLEAVING, Puncture*

Piercing

Gore:
AP: *35 + Heft*
Stamina: *4x Heft*
Guard: Central >>> High, Two-Handed
Wounds: *Puncture, PENETRATING, Cut*

Half-Blade:
AP: *25 + Heft - Prof.*
Stamina: *Heft*
Guard: High >>> Central, Two-Handed
Wounds: *Puncture (up to 10)*
Aim is 1.5x more effective when applied to this attack.

Skewer:
AP: *40 + Heft*
Stamina: *3x Heft*
Guard: Central >>> Central, Two-Handed
Wounds: *Rent, PENETRATING*
Weapon becomes stuck if dealing damage, must use Restore Guard action before it may be used again.

Hook:
AP: *20 + Heft - Prof.*
Stamina: *Heft*
Guard: Left or Central >>> Right, Ambihanded
Wounds: *Prick*
If successful against a weapon, a Bind is initiated, granting one starting Leverage equal to damage. If successful against a shield, one may force it to change its position.

Concussive

Crack:
AP: *20 + Heft*
Stamina: *4x Heft - Athletics*
Guard: Any >>> Opposite, One-Handed
Wounds: *Bruise, BLUDGEONING*

Bat:
AP: *30 + Heft - Prof.*
Stamina: *3x Heft - Athletics*
Guard: High (Raised) >>> Left or Right, Two-Handed
Wounds: *Bruise*
If the target is prone, treat this attack as a Contusion.

Pommel Strike:
AP: *15 + Heft - Prof.*
Stamina: *Heft*
Guard: High >>> Central, One-Handed
Wounds: *Bruise*
Use only one's Base Reach.

Poke:
AP: *15 + Heft - Prof.*
Stamina: *Heft*
Guard: Central >>> Central, Ambihanded
Wounds: *Bump*
Reduce target's Balance by total damage on hit.

Unarmed Attacks:

Basic

Punch:
AP: *30 - Dexterity*
Stamina: *10*
Guard: Central >>> Central
Reach: *Base Reach*
Wounds: *Bruise (Apply no Power)*

Slap:
AP: *25 - Dexterity*
Stamina: *10*
Guard: Left/Right >>> Open
Reach: *Base Reach*
Wounds: *Bump (Apply no Power)*

Kick:
AP: *35 - Grace*
Stamina: *20*
Reach: *1.5x Base Reach*
Wounds: *Bruise*

Headbutt:
AP: *30*
Reach: *3 Inches*
Wounds: *Bruise*

Punching/Arms

Haymaker:
AP: *+10*
Guard: Right >>> Open
Wounds: *Base Contusion*

Hook:
AP: *-5*
Guard: Right or Low >>> Central
Reach: *-0.5ft*
Wounds: *Base Bruise*

Jab:
AP: *-10*
Guard: Central >>> Central
Reach: *+0.5ft*
Wounds: *Bump*

Uppercut:
AP: *+20*
Guard: Low >>> High
Reach: *-1ft*
Wounds: *Contusion*

Cross:
AP: *+5*
Guard: Left >>> Central
Reach: *-1ft*
Wounds: *Bruise*

Lunge:
AP: *+5*
Guard: Central >>> Central
Reach: *+1ft*

Falling Elbow:
Guard: High >>> Central
Reach: *-1.5ft*
Wounds: *Base Bruise*

Sweeping Elbow:
Guard: Central >>> Right
Reach: *-1ft*
Wounds: *Bruise*

Kicking/Legs

Front:
Height: *Any*

Side:
Height: *Medium, Low*
Must be Facing perpendicular to target.

Back:
Height: *Medium, Low*
Must be Facing-Away from target.

Roundhouse:
AP: *+5*
Height: *Medium*
Wounds: *Base Contusion*

Axe:
AP: *+15*
Height: *Medium, Low*
Wounds: *Contusion*

Dropkick:
AP: *+15*
Height: *Medium*
Wounds: *Contusion, BLUDGEONING (if Sprinting)*
Performed during Jump following Run or Sprint actions, one ends attack Prone (face up).

Knee:
Height: *Medium*
Wounds: *Base Bruise*
Use only one's Base Reach.

Stomp:
Height: *Low*
Wounds: *Contusion (Add Weight), BLUDGEONING*
Target must be Prone, one must be Standing.

Balance Attacks:

Push:
AP: *30 - Prof.*
Stamina: *30*
Guard: Central >>> Central, One-Handed
Target loses Balance equal to one's Power. Target then must make a Balance Roll, losing an additional amount of Balance equal to the result (up to 30) following the Roll.

Shove:
AP: *35 - Prof.*
Stamina: *50*
Guard: Central >>> Central, Two-Handed
Target loses Balance equal to 10 plus 2x one's Power, adding 20 if Running or 40 if Sprinting. Target then must make a Balance Roll, losing an additional amount of Balance equal to the result (up to 50) following the Roll.

Trip:
AP: +5
Height: Low
Treat as a kick. Upon a hit, rather than taking Damage the target instead loses an equivalent amount of Balance, and then must make a Balance Roll.

Tackle:
AP: *20 - Prof.*
Target loses Balance equal to 30 plus 2x one's combined Power and Weight, adding an additional 20 if Running or 40 if Sprinting. The target then must make a Balance Roll.

Grappling:

Grappling is a physical contest between two individuals, mediated via a range of actions.

Grappling can be performed either while standing or on the ground (includes sitting/crouched positions for these purposes). In either instance, there are three orientations (see right) which determine one's available actions. These may apply to individuals on different footings.

If on different footings, the grounded individual may only Grab or Hook the legs of their opponent. The upright individual may only use the Grab Hold.

Holds begin with the Grab action, which if successful initiates the same Hold. From here, a one may attempt to transition into another Hold they know, depending on the relative orientations of each individual. The default Holds one knows are the Grab Hold, the Hook Hold (standing), and the Mounted Hold (grounded).

Tightness is a stat associated with one's Hold, referenced by most grappling actions. Holds begin with a minimum Tightness, which while able to be reduced, is restored to this value beginning each Round. One may add their Might to the total Tightness of any Hold they are applying.

Holds have three primary uses, clinching (to maintain contact), locking (to restrict movement), and submission (to potentially apply pain). Each Hold has one or more types, which effect what actions they may be used for.

During a grapple, if one is Held by their opponent, one may attempt to break free or escape. The Struggle action may loosen the Tightness of a grip applied against oneself. The Escape action makes a Roll against a PV equal to the current Tightness of any grip applied to oneself.

One may not move freely while engaged in a grapple. The only movement action one may attempt is the Shift action, and only if one's opponent complies, if so they move at an equivalent rate for no AP. Otherwise, such attempts may count as an instance of the Wrench action if the opponent does not move, or one may make a Power Roll against their Balance, able to move both individuals upon a success.

If attempting to grapple an individual at least 1.5x taller than oneself, one suffers a penalty to the maximum Tightness one may apply equal to 2x the difference in Height between both individuals. One may not grapple an opponent more than 2x their own height. For any Roll to move a held target in any way, apply a modifier to the PV equal to 5x one's Weight subtracted from the Weight of one's opponent (e.g. a positive bonus if one is heavier).

Positions:

Face to Face:
Both participants are Facing-Towards the other.

Perpendicular:
One participant is Facing-Towards the other, while the second is facing 90^{O} away from the first.

Face to Rear:
One participant is Facing-Towards the other, while the second is Facing-Away from the first.

Holds:

Neutral

Grab:
Clinching, Ambihanded, any Orientation
5-25 Tightness per Hand (Any Limb/Joint)

Standing

Hook:
Clinching, Locking, Two-Handed, any Orientation
45-90 Tightness (Torso, Arms)

Nelson-Hold:
Clinching, Locking (Two Hands), Ambihanded, Face to Rear
20-45, Add 25 if Two-Handed (Armpits, Head)

Armlock:
Submission, Ambihanded, any Orientation
40 Tightness (Arm)

Chokehold:
Submission, Two-Handed, Face to Rear
60 Tightness (Shoulders, Neck)

Grounded

Mounted:
Clinching, Locking, Two-Handed, Face to Face, Face to Rear
50-80 Tightness, Add Weight (Torso, Arms or Legs)

Arm-Bar:
Locking, Two-Handed, Perpendicular
45-60 Tightness (Arm)

Keylock:
Locking, Two-Handed, Perpendicular
30-70 Tightness (Torso, Head, Arms)

Grapple Actions:

Grab:
AP: *20, Secondary Action, Repeatable 2x*
Make a Hit Roll against a target within one's Base Reach. If successful, the target is subject to the Grab Hold from the corresponding hand (both if repeated). One cannot target their opponent's torso unless they are loosely clothed.

Grasp:
AP: *35, Secondary Action*
Stamina: *Tightness of Hold*
Change one's Hold to an another valid option, or increase the Tightness of one's Hold by 10 plus one's Might, up to its maximum for the current Hold. This increase to Tightness is lost if this action is not performed at least once each subsequent Round. If one has more Balance and Tightness per Hold than their opponent, one may change their relative positions as part of this action. This action may not be used with a Submission Hold (see Wrench and Strangle actions).

Struggle:
AP: *25 - Grapple Prof., Secondary Action*
Stamina: *Opposing Tightness*
Make a Contested Roll with one's opponent, with one using their Power, the opponent their Might, and each their Grapple Prof. If one is the victor, reduce the Tightness of any opposing Hold by the difference of each result. If one is held in a Submission Hold, the Tightness of that Hold is applied as Active Pain when this action is taken.

Escape:
AP: *35 - Grapple Prof.*
Stamina: *Opposing Tightness*
Make a Power Roll against the current Tightness of an opposing Hold. Upon a success, the Hold is ended. If one is held in a Submission Hold, the Tightness of that Hold is applied as Active Pain when this action is taken. One may not perform this action if one has over 30 Fatigue.

Hold:
AP: *15, Secondary Action*
Stamina: *Tightness of Hold*
Prevent an opponent from using a Held limb. This includes any actions save for Struggle or Escape.
Requirements: *Locking or Submission Hold*

Drag:
AP: *40*
Stamina: *3x Target Weight*
Make a Contested Roll with one's opponent, with one using their Power, the opponent their Might, and each their Grapple Prof., furthermore one may add any difference in Balance if one's Balance is higher. If one is the victor, one may use the Move action this Round, pulling one's opponent.
Requirements: *Clinching Hold*

Strangle:
AP: *60*
Stamina: *Tightness Gain (see Below)*
Increase the Tightness of one's hold by 1.5x (to a maximum of 90 total). One's Held opponent loses Stamina equal to this increase in Tightness starting each Round. If lowered to 0, they are treated as unable to Breath (see Body section), though instead gain Fatigue each Round, and at a value equal to half the increase in Tightness.
Requirements: *Chokehold or Grab (Neck)*

Wrench:
AP: *45*
Stamina: *Tightness Gain (see Below)*
Increase the Tightness of one's Hold by 1.5x. The value of the increase is applied as Pain to one's opponent.
Requirements: *Submission Hold*

Throw:
AP: *60 - Grapple Prof. (add Tightness of Any Opposing Hold)*
Stamina: *5x Target Weight*
Make a Contested Roll with one's opponent, with one using their Power, the opponent their Might, and each their Grapple Prof., furthermore one may add any difference in Balance if one's Balance is higher. If one is the victor, one may throw the one's opponent a number of feet equal to 15 plus half one's Power, subtracting their Weight. This ends any Holds of either participant. One may not perform this action Off-Balance.
Requirements: *Clinching Hold, Standing. May not Exceed 100AP due to Tightness of Opposing Holds*

Flip:
AP: *60 - Acrobatics - Grapple Prof.*
Stamina: *5x Target Weight*
Make a Power Roll against the a Held opponent's current Balance, applying one's Grapple Prof. as a modifier. Upon a success, rotate 180^{O}, flipping the target so they land in a grounded position Held in a Face to Rear Armlock.
Requirements: *Clinching Hold (Arms), Standing, Opponent must be Perpendicular or Face to Rear (Behind Oneself)*

Ranged Combat:

Ranged weapons are used direct attacks against distant targets which exceed one's Reach, and come in one of three archetypes; Thrown, Drawn, or Triggered. Each involve particular actions to arm and fire, and likewise possess a number of statistics which govern these actions.

Weapon Statistics:

Close/Long Range:
Close Range spans from one's Reach to the distance listed at which shots transition to Long Range (typically one-tenth the maximum range).

Maximum Range:
This is the furthest distance a shot from the weapon can reach before colliding with the ground. Targets outside this range cannot be struck, though one may still fire at them.

Dispersion:
This value dictates how drastically the a shot veers from its target at Long Range. Higher values indicate a higher deviation, and a conversely lower accuracy. Increase this value by 4 while Standing or 2 while Crouched for Triggered weapons, or 3 while Prone for Thrown/Drawn weapons.

Momentum:
Projectiles fired by ranged weapons deal damage according to their Momentum. Each weapon defines a calculation for a base Momentum, which ammo may further modify. Ammo likewise has a value called Falloff, which decreases Momentum for every tenth of the Maximum Range the projectile travels. Damage from projectile Momentum is dealt as Piercing damage unless otherwise defined, such as Concussive for thrown blunt objects. Such damage uses the same rules as melee attacks when overcoming armor.

Capacity:
How much ammo the weapon holds; unless otherwise defined, this value is 1. For greater values, track the current ammo of the weapon. A weapon may not be fired without ammo. Thrown weapons comprise their own ammunition.

Reload:
This describes how long it takes to refill the weapon once its ammo is spent. There are two related Reload values. The first is the actual Reload time it takes to place the ammo within the weapon via the corresponding action. The second is a Rearm time which it takes to re-prepare the weapon for firing, via the Rearm action. Unless otherwise noted, only a weapon's Reload must be considered.

Handling:
Handling determines how quickly a weapon may be brought to bear. This includes drawing, steadying, and aiming.

Close Range:

When performing an attack within the Close Range of one's weapon, begin by performing a Hit Roll against an area of the target's body, Rolling per the same rules as Melee combat but ignoring Avoidance alteration per limb.

If the Hit Roll is a Major Success, the selected area is struck, otherwise randomly determine where the shot strikes. If a Failure, determine where the shot scatters.

Long Range:

When performing an attack within the Long Range of one's weapon, make a Ranged Hit Roll, a type unique to ranged weapons where one is attempting to obtain a result within an allowable range of a target value. The target value is equal to however many multiples of the Close Range value of one's weapon that the target is distant, times 10, to a maximum of 100 (e.x. if Close range is 30ft, and the target is 120ft away, this gives a target value of 40).

The result of the Roll must fall within an allowable difference from the target value. This difference is one's Awareness plus the Height of the target. For every increase to the target value (e.g. multiple of 10), lower the allowable difference by the Dispersion of the weapon. Halve the allowable difference if aiming against a limb, or quarter it for a Vital point. If the result of the Roll is equal to the target value plus or minus this range, or some value between, the shot strikes a random area of the target, if it outside this range, the shot scatters.

Moving targets increase Dispersion if unaccounted for. Double the Dispersion value of one's weapon unless having repeated the Aim action at least twice.

For every instance Dispersion would effect the allowable range of the shot, decrease the Momentum of the projectile by the Falloff value of the ammo used.

Scattering & Random Hits:

When determining where a target is randomly struck, make a Roll. A 1-50 corresponds to the Torso, an Arm on 51-70, a Leg on 71-90, or the Head on 91-100. Where both sides of the target are exposed, an even/odd result corresponds to the left/right side respectively. If the result is Critical, randomly determine an appropriate Vital area to be stuck.

When determining where a shot scatters, make a Roll. If the 10's of the result is even, it goes high, if it is odd, low. If the 1's of the Roll is even, it veers left, if it is odd, to the right. Shots veer by a number of inches equal to the 1's of the result, or a number of feet if Critical.

Obstruction & Cover:

If a target is visually obscured (as described by the Senses section), but is not meaningfully physically obstructed by cover, apply the following effects cumulatively.

Light Obstruction:
Treat the target as being at Long Range, regardless of distance. If already at Long Range, treat the target as 1.5x further.

Heavy Obstruction:
One may not use the Aim action against the target.

Total Obstruction:
One may not apply their Awareness to the acceptable difference for Long Range attacks against the target.

Physically obscured targets have one or more areas which have solid cover between it and one's shot. One may still select physically obstructed targets should one know their location, using the rules for visual obstruction, though one's weapon generally cannot not penetrate the cover. One may select an uncovered area (if any) to attempt to hit. If successful, when determining a random strike reroll any result which would account for a covered area.

Some projectiles may reasonably penetrate physical cover, though the rules listed here are not comprehensive. Per the GM's discretion, soft cover may halve the Momentum of a projectile, and medium cover quarter it. Penetrating ammo may ignore such a reduction and instead apply as simply Piercing to any subsequent target.

If one can see a slow incoming projectile or opponent preparing to fire, one may attempt to avoid it if one's Reflex is higher than the Momentum of the shot. At Close Range, one may Block with a shield, or perform one instance of the Dodge action. At Long Range, one may use the Dodge action to reduce the allowable difference of that shot by half the Avoidance benefit of that action. One may Hide or Block with a shield to maximize one's cover from that shot.

Glancing Blows:

If the Momentum of a projectile is less than half the Threshold of a struck surface (including armor), it glances upon striking it. For surfaces with ambiguous resistances, any ricochet is per GM discretion. Glancing projectiles ricochet (up to once), retaining half their Momentum. The outbound angle is equal to the inbound angle if striking a flat surface, otherwise use rules for scattering.

If the Momentum of the projectile exceeds half the Threshold of the surface, but is otherwise stopped, it breaks and may not be recovered.

Projectiles which deal damage become stuck in the flesh and/or armor through which they penetrated, or lodged within any other type of surface struck.

Archetype Actions:

General

Aim:
AP: *25 - Handling, Secondary Action, Repeatable 3x*
Apply a positive modifier of 5 + Weapon Prof. to one's next Hit Roll (Close Range), or half as much (rounded up) to the acceptable difference of a Ranged Hit Roll (Long Range). This bonus is lost if the target moves more than 5 feet prior to the shot. Triggered weapons must be settled after firing via the Rebrace or Steady actions before aiming again.

Steady:
AP: *25 - Might, Tertiary Action*
Halve the Dispersion of one's next shot, rounding up.

Reload:
AP: *Reload and/or Rearm Values - Dexterity, Repeatable*
Place a piece of ammunition or magazine into the weapon if the Reload cost was paid, likewise rearming the weapon if the Rearm cost was paid. If either process takes longer than one Round, perform this action over multiple Rounds.

Thrown

Throw:
AP: *50 - Handling - Dexterity*
Stamina: *3x Heft*
Throw a held object, if not Aimed the object scatters.

Drawn

Draw:
AP: *20, Repeatable*
Stamina: *Draw Weight (Halve if Repeated)*
Draw the weapon to a quarter draw, or if already partially drawn, double the current draw. Undo the effects of aiming.

Hold:
AP: *10*
Stamina: *Draw Weight * Current Draw (0.25, 0.5, or 1)*
One holds the current draw level of one's weapon.

Loose:
AP: *5, Tertiary Action*
The shot is fired. Must follow the Draw or Hold actions.

Triggered

Fire:
AP: *10*
A shot is fired at a target of one's choosing. For the remainder of the Round one may not use the Aim action unless repeated 3x or following the Steady or Rebrace actions.

Rebrace:
AP: *15 - Handling (to no Minimum AP), Tertiary Action*
Recenter one's weapon following recoil. Allows one to use the Aim action once more after firing.

Armor:

There are four major styles of armor, which may include types not conventionally referred to by these listed names. Each style of armor affords one certain protections.

Gambeson:
This includes padded armor, arming jackets, boiled leather, and any style of armor which relies on layered flexible textiles/material to provide protection.

Maile:
This includes conventional chain mail or other flexible linked metallic components, such as scale mail.

Brigandine:
This includes conventional brigandine, and other forms of semi-rigid armor made from hard material woven together or attached to a backing, such as lamellar or segmenta armor.

Plate:
This includes conventional plate armor and its component pieces, typically steel, though also other materials such as iron or bronze see use (though these may alter the protection).

Protection from armor is divided between two statistics; Threshold and Resistance. Threshold is a minimum amount of damage that must be dealt to the armor in order for the damage to then be applied to oneself. Reduction decreases the resulting damage by a corresponding amount (this may lower the Tier of a Wound). Threshold is always checked before Reduction is applied.

Armor imposes certain penalties to one's movement, increasing with bulk. First is a penalty to one's Movement Limit in the case of heavier armor sets. Second is a value called Restriction, the sum of which across one's worn armor is applied as a penalty to one's Avoidance bonus while Dodging and one's Stamina Combo. Out of Action, one gains Fatigue equal to one's total Restriction each hour, reduced by half one's proficiency in that style of armor.

Gambeson may be worn beneath all other styles of armor. Maile may be worn under or over one other style of armor. Brigandine and plate armor may not be worn with the other. For areas protected by two styles, use the higher Threshold for initial damage mitigation, and the Reduction of both styles. Restriction is the total of all worn armor.

Armor has 10 Integrity by default. If Critical Damage is mitigated, reduce this Integrity by 2, or 3 if Critical and Severe. When the Integrity reaches half its standard value, halve the armor's Threshold (rounding up). When the Integrity reaches 0, the armor does not provide any Threshold until repaired.

Coverage and Restriction are determined by individual sets of armor. See the Items section for such sets, applying the protection values listed to the right per given style.

Donning/Doffing:

Equipping armor is referred to as "Donning". One may readily Don flexible armor. Rigid armor more extensive than one's torso requires assistance to Don unless one has at least 5 Proficiency in that style of armor.

Unequipping armor is referred to as "Doffing". Every armor may be Doffed by oneself.

One may readily Don/Doff a helmet, secure it (via a buckle), or operate the visor via the Manipulate action. An unsecured helmet falls off if struck by a Critical blow.

Don/Doff:
AP: *50 - Armor Prof.*
Contribute 2 seconds (50 AP) against the Don/Doff time of armor one is equipping/unequipping, or to another's progress. One must have both hands free if Donning, one if Doffing.

Style Statistics:

Gambeson:

Slashing:	15 Threshold	10 Resistance
Piercing:	15 Threshold	10 Resistance
Concussive:	30 Threshold	15 Resistance

Don/Doff: 1 Round

Maile:

Slashing:	25 Threshold	15 Resistance
Piercing:	15 Threshold	5 Resistance
Concussive:	10 Threshold	5 Resistance

Don/Doff: 1 Round

Brigandine:

Slashing:	30 Threshold	15 Resistance
Piercing:	20 Threshold	10 Resistance
Concussive:	20 Threshold	10 Resistance

Don/Doff: 1min (1,500AP)

Plate:

Slashing:	40 Threshold	20 Resistance
Piercing:	30 Threshold	15 Resistance
Concussive:	20 Threshold	10 Resistance

Don/Doff: 1min (1,500AP, per Piece)

Helmet:

Slashing:	20 Threshold	10 Resistance
Piercing:	20 Threshold	10 Resistance
Concussive:	20 Threshold	10 Resistance

Don/Doff: Manipulate Item Action (25AP)

Shields:

Shields provide coverage to a particular area at all times. Attacks which would strike the covered locations are considered to have automatically been Blocked.

One may reposition a shield in order to alter which areas it protects. If unheld and slung aside for storage, this protection is applied over one's back. Otherwise each style of shield will describe any valid positions and the coverage afforded by that position. Moving a shield from one position to another requires use of the Reposition action.

If a position describes attacks which originate "From Above", this means attacks which originate from a High Guard position. Likewise, "From Front" includes attacks originating from a Guard position 0, and "From Side" Leftward/Rightward attacks (respective to shield).

When attempting to perform an attack which would target an area of an opponent's body which would correspond to an area covered by one's shield (mirrored for limbs), apply the Awkward Penalty. Piercing attacks which originate from an Angled Guard position are unaffected.

Other than for coverage, shields may be used to perform the Block action, requiring the requisite Skill. Likewise, apply a negative modifier to the Intercept Roll of 10, minus one's Proficiency with the shield. Rather than determining the Guard position of the shield as one would a weapon, instead position the shield such that it covers the target of the attack. This requires an Intercept Roll and to addend the Reposition action to the Block action (as this is automatic if already in place).

Shields may be used to perform some attacks with the requisite Skill for offensive shield usage. Shields may perform the Bash, Push, and Shove attacks, requiring a forward facing position rather than a Guard position of 0.

Designs:

Buckler
10 Block, 5 Heft
Covers wielding hand. Use Guard positions. May be used to perform the Parry action if Shield Block Skill is known. During the Block/Parry actions, Buckler must occupy the same Guard as an incoming attack (as per Parry rules).

Targe
20 Block, 12 Heft
Aside, High:
Arm, Head (Leftwards)
Aside, Low:
Arm, Torso (Leftwards)
Forward, High:
Arm, Upper Chest, Shoulders, Head (From Front)
Forward, Low:
Arm, Torso (From Front)
Raised:
Falling Attacks.
Lowered:
Upper Legs (From Front)

Kite
30 Block, 18 Heft
Aside:
Arm, Shoulder, Torso, Upper Leg (Leftwards)
Centered:
Arm, Shoulders, Torso, Neck (From Front)
Raised:
Head, Upper Torso
Falling Attacks.
Lowered:
Legs (From Front)

Tower
40 Block, 35 Heft
Aside:
Entire Leftwards Facing (Excluding Lower Legs).
Centered:
Entire Front Facing (Excluding Lower Legs).

Shield Actions:

Reposition:
AP: *Heft - Dexterity, Secondary Action*
Change the position of one's shield to another valid position.

Unsling:
AP: *10 + Heft - Prof.*
Unsling a shield one is wearing into an Aside position of one's choice. Requires a free hand for the shield.

Skulduggery:

Stealth:

One's Subtlety is the primary influence on how likely one is to be noticed or remain hidden, and is used in any informational actions which would be used against oneself. This Subtlety may be visual or auditory.

Visual Stealth:

One has a base visual Subtlety of 20 if Standing, 30 if Crouched or Prone, decreased by 15 if one's face is clearly visible in either instance.

In addition to position, one has a level of Camouflage dependent one's appearance (None by default). Treat one's level of Camouflage as being one level worse if moving or having moved this Round. Each levels is listed below, in ascending order of level.

Poor:
One's clothing is actively obtrusive or contrasts one's background, including bright colors or a metallic glinting.
-15 Subtlety

None:
One is wearing nothing that is actively camouflaged, nor anything particularly prominent.
No effect.

Slight:
One largely matches the color of their background, such as dark colored clothing in low-light.
+15 Subtlety

Partial:
One matches the color and pattern of their background, and one's outline is partially broken.
One may attempt to remain unseen by a target if one is beyond a number of feet equal to their Perception (Sight).

Complete:
One matches the color, pattern, and texture of their background, with a heavily broken outline.
One cannot be seen unless within a number of feet equal to the Perception (Sight) of another individual.

Visual Obstruction may render one more difficult to see from the perspective of another individual. Consult the Senses section for specific effects.

Auditory Stealth:

The surface across which one is moving determines the base Subtlety of any sound one produces, which is then further modified by one's speed.

Hard surfaces, such as stone or tile, give a Subtlety of 35, or 25 in a space with significant echoes.

Soft surfaces, such as carpet or dirt, give a Subtlety of 50.

Reactive surfaces, such as leaves, gravel, creaky stairs, or any other surface which is effected by one's passage, give a Subtlety of 20. This includes such as stepping on a loose floorboard during longer movement. In such cases apply this Subtlety to any movement during that Round.

While walking (e.g. the base Move action) one may add their Grace to the Subtlety of their movements. Running halves the Subtlety of one's movements. Sprinting and Jumping quarter the Subtlety of one's movements. Being Crouched or Prone give no modifier while on Hard and Soft surfaces, on Reactive surfaces halve one's Subtlety.

Assuming one is otherwise still, only one's breathing or heartbeat may be heard. Breathing is a Quiet sound with a Subtlety of 60, or 40 (not Quiet) if one has a current Stamina Combo. One may hold their breath to prevent it from being audible. A heartbeat is Quiet with a Subtlety of 120.

If one produces a sound more Subtle than the ambient noise of the environment (such as rain), treat it as Quiet.

Sneaking Actions:

Hide:
AP: *75 - Reflex*
Maximize one's coverage from a selected direction using a piece of adjacent cover. If attempting to remain unseen, make a Grace Roll against the difference between 100 and one's current visual Subtlety (if lesser), gaining an amount of Subtlety equal to the excess value of the result.
Restrictions: *Unless by Skulking, one may not benefit from this action during a Round after moving. Requires a positive degree of Cover or Camouflage.*

Skulk:
AP: *50 - Grace*
One's Movement Limit becomes 20ft. Determine a distance (in feet) to move and make a Grace Roll against 5x its value. If the result is greater, apply the difference as bonus to one's visual and/or auditory Subtlety, allotting no more than 50 to either. Then move the intended distance.
Restrictions: *One may/have not performed another movement action this Round. Halve one's Movement Limit at the start of the following Round.*

Surprise:

If one is undetected when a Call to Action occurs, a Surprise Round replaces the first Round.

During a Surprise Round, those who are able to act have only 50 maximum AP. This limit ignores any actions taken which initially caused the Call to Action.

Any individuals who were unaware of the imminent action suffer the Surprise Status during this Round, preventing them from acting. Likewise, any individual who enters into a Call to Action caught unaware gains the Surprise Status.

Pickpocketing:

When attempting to pickpocket an item, physically freeing an item and an attempt remaining unnoticed are two separate outcomes, the former mediated by one's Power and the latter by one's Dexterity. Any pickpocketing attempt is performed via the Manipulate Item action. When doing so, make a Roll, adding one's Pickpocket Prof. to the result. Divide this result into two values of one's choosing. The first value determines the Subtlety of one's attempt, adding one's Dexterity. The second is treated as the result of a Power Roll to determine if the item is freed (do not actually perform an additional Power Roll).

Items vary in security depending on how they are stored or worn. The base PV to free an item is 50, plus 30 if the item is secured by buckle or tie. Subtract 10 if the item is readily accessible (such an open pocket), or 20 if secured outside clothing. Clothing/Armor may not be removed, though items such as hats or held objects may; double any such PV. If the removal of the item is noticed, its owner may attempt a Reflex Roll (adding Might if it was held) against a PV equal to the result of the Roll to free it. Upon a success, control of the item is contested, requiring a Contested Roll (one their Power, them their Might) in order to secure it.

To determine if one's pickpocketing attempt goes unnoticed, compare the Subtlety of one's attempt to the Perception of one's target. If only able to perceive one's attempt by touch (otherwise undefined), treat this Perception as being 50, adding their Awareness and Reflex. If the target is only incidentally aware of oneself (such as within a crowd), subtract 10 from their Perception. If their attention is elsewhere (such as watching an event), subtract 20. If distracted (such as talking/reading), subtract 30.

One may additionally make their attempt Cautious or Risky. During a Cautious attempt, make a Dexterity Roll against the Subtlety of one's attempt. One does not free the item upon a failure, but the target remains unaware of any attempt. During a Risky attempt, halve the Subtlety and double the value to determine freeing the item. One may additionally attempt to cut the item if it is secured via a string/strap to lower the required PV by 20.

Lockpicking:

A lock may be Simple or Complex for the purposes of lockpicking. Furthermore, a lock of either given type may also be one of five difficulties which determine the likelihood of success for any actions made to manipulate or determine information regarding the lock. The difficulty of a lock is largely determined by how well constructed it is, and is per the discretion of the GM.

Simple Locks:

Simple locks include designs such as a single latch or bolt, opened by a simple key or tool, or controlled from within. Expect to find such locks on windows, furniture, unsecured interior doors, or exterior doors in places which could not otherwise afford a Complex lock.

One may use the Shimmy action to attempt to open a Simple lock. The difficulty of the lock determines the required PV to open it. If one has attempted to open a lock via the Shimmy action this or the previous Round, one may forgo its use for further attempts and instead open the lock after a fixed amount of time using the result of the last attempt as reference (corresponds to the difficulty of the lock). The attempt fails if interrupted during this time. Repeated failed attempts, via the Shimmy action or otherwise, increase the time/AP of further attempts.

The requirements for a suitable tool to pick a Simple lock vary, but they must be able to be inserted into/circumvent the lock to directly manipulate the mechanism.

Difficulties are as follows:

Trivial: *PV20 or Half 10's in Seconds*
Easy: *PV35 or 10 plus 10's in Seconds*
Normal: *PV50 or 20 plus Half Roll in Seconds*
Hard: *PV70 or 30 plus Roll in Seconds*
Challenging: *PV90 or Half 10's in Minutes*

Complex Locks:

Complex locks have one or more elements which each must be individually set. Such designs typically use pins, which will serve as reference for the rules, however this may also include combinational or arcane designs. Expect to find such locks on chests, exterior doors, and other settings where the owner could afford/desire to use such a lock. Most Complex locks include 3-5 pins, irrespective of their difficulty. The exact number may be determined randomly or by the GM, along with any Trick Pins (see right).

The GM should make a Roll for each pin and secretly record its value. For the lock to open, each pin must be set within a certain range (as determined by difficulty) of this "true" value. The set value of a pin may only range from 1-100, or 0 if unset; treat any other value as 0 or 100 instead.

To set a pin, the lock must be under tension. This generally requires a suitable tool. One may place the lock "Under-Tension" with no additional effect, or "Over-Tensioned". Over-Tensioned gives the lock a Tension value of one's choice as they Over-Tension the lock. If a lock is not Under-Tension, or loses Tension, all pins reset to 0. Likewise, if a pin is set to less than the lower bound of its valid range by an amount exceeding the current Tension, it resets at the end of the Round. For any action which alters the set value of a pin, reduce the total value of that change by the current Tension of the lock. If each pin is set within its valid range and the lock is Under-Tension, it unlocks.

Valid tools vary significantly depending on design and difficulty. At minimum, one must possess a thin object to manipulate the pins. More difficult locks may require tools with tighter tolerances. For tensioning the lock, one may use an alike tool with a broader face. Specialized tools exist for particular use, such as the Rake action (see Items). All pin-manipulating actions require two free hands.

The Probe action may determine the relative position of a set pin vs. its valid range (tactile, needs no Senses). The Discern action may determine the significance of any sounds produced by a lock. Such sounds are Quiet with a Subtlety of half the difference of the Probe PV and 100. May discern a pin being set/unset, or passing its true value.

Difficulties are as follows.

Trivial: *25 Valid Range, Probe PV10*
Easy: *20 Valid Range, Probe PV 25*
Normal: *15 Valid Range, Probe PV40*
Hard: *10 Valid Range, Probe PV60*
Challenging: *5 Valid Range, Probe PV80*

Trick Pins:

A lock may include trick pins for additional challenge. Generally, trick pins should not exceed the number of regular pins or a number equal to the level of difficulty of the lock. Each trick pin raises the price of a lock by 1.5x.

Spool:
Determine an additional "false" value for this pin. If the set value is within range of the false value, the pin appears set. May be determined via the Probe Action (Major success).

Serrated:
Treat the tension of these pins as being 15 higher while the lock is Under-Tension.

Bottle:
When manipulating this pin, if the resulting set value is odd, a random adjacent pin resets.

Tree:
If set above the upper bound of its valid range, this pin binds and may not be manipulated until tension is fully released.

Lockpicking Actions:

Shimmy:
AP: *30 - Dexterity*
Make a Roll against a PV corresponding to the difficulty of the lock, adding one's Lockpicking Prof. as a modifier. Upon a success, the lock is opened. Upon a failure, any subsequent attempt to open that lock costs twice as much time/AP, up to 8x total. Upon a major failure, the attempt produces a sound with a Subtlety of 50. Requires two free hands.

Pick:
AP: *30*
Choose a pin and Roll. One may alter the result by up to one's Dexterity. The set value of the pin becomes equal to this value.

Ply:
AP: *50*
Choose a pin. One may raise or lower the set value of that pin by an amount up to 10 plus one's Lockpicking Prof.

Rake:
AP: *75*
Set all pins to a random value (one does not know the results).

Tension:
AP: *30*
If the lock is not Under-Tension, render it so. Otherwise, raise or lower the Tension by any amount, or release all Tension.

Probe:
AP: *75*
Make an Awareness Roll against the Probe PV of a pin, adding one's Lockpicking Prof. as a modifier. If successful, determine if the set value of the pin is too high, low, or within range.

Traps:

Traps generally are devices constructed by oneself or another individual, however an environmental feature with the capacity to inflict harm may also use these rules. Traps consist of three components, a Subtlety, a trigger, and an effect. Each component is independent of the others; most features of traps and their components are per the discretion of the GM due to their variable nature.

A trap must be concealed in order for it to potentially escape notice. If omitted, the trap relies on ignorance or accident to be triggered. To conceal a trap, make a Roll, taking one minute to do so. The initial Subtlety of the trap equals half the result plus one's Instinct. One may attempt to further increase the Subtlety, making a Dexterity Roll against the previous value, upon a success adding the 10's of the result, one's Awareness and Stealth Prof. to the final Subtlety. This process takes half the time as the creation of the trap, and may be reattempted until successful.

The trigger of a trap is dependent upon its design. Arcane effects may generally respond to any circumstance. Physical traps generally trigger upon an individual passing through a particular area or interacting with an object. For such traps, unless otherwise defined, any Roll made to avoid the former is a Reflex Roll, and an Instinct Roll for the latter.

The effect of a trap is dependent on its design. This generally inflicts damage or immobilizes the victim. With damage, this may either be a set value, or a direct Status. When a trap would restrict a victim, use the rules for Grappling/Tightness, treating the Tightness of the trap as the result of any Might Roll necessary as part of the Struggle action. A trap may produce a Tightness which exceeds the ability of an individual to succeed the Struggle or Escape actions, requiring either external intervention or use of tools to free the victim.

Traps may be disarmed in some cases, either by rendering its trigger incapable of detection or its effect inert. The means by which one may do so varies greatly depending on design, though in general cases one may deactivate a mechanical trigger as if it were a Simple lock; a success triggering it without effect, and a failure triggering it as normal. The corresponding difficulty or alternate method of disarming a trap are per the discretion of the GM.

Any individual may set up any preconfigured trap (such as a bear trap) without need of a Roll, taking one minute to do so. Otherwise, the feasibility, materials, time, and any involved Roll to complete any non-standard trap are per the discretion of the GM.

Medicine:

One may attempt to treat injuries or negative Statuses via different forms of Medicine. All individuals know basic first aid, but beyond this Skills are required.

First Aid:

First aid may treat and stabilize certain Afflictions and accelerate their healing process. This may require either basic or advanced techniques, depending on the Status.

Basic first aid may treat tier 1-2 Wounds and some Injuries, requiring supplies that depend on the type of Affliction (these are consumed). Advanced first aid may treat tier 3 Wounds, as well as certain Vital Wounds and significant Injuries. This additionally requires a tool depending on the affliction (this is not consumed).

Supplies/tools may be purchased for the purpose of first aid, requiring no Roll to use properly. Lacking the correct implements, one may attempt to improvise a usable copy should one have access to suitably similar materials. To do so, make an Acumen Roll against a PV50 for supplies, or PV75 for a tool. On a success, the implement may be used, though applying no positive modifiers to any Rolls made with it. Ignore this penalty on a Major success. Where "Cold" or "Warmth" are listed as supplies, this simply means continued exposure to the respective temperature.

The duration and PV of a first aid attempt depend on the type of Affliction (see right). Make a Dexterity Roll against the listed PV, multiplied by 1x (e.g. no change), adding one's Medical Prof. as a modifier. Upon a Major failure, increase the modifier applied against the base PV by 0.5x, to a maximum of 2.5x overall. Upon a success, the Affliction becomes stabilized if a Wound, or its Level decreased by 1 for a Injury/Status. Upon a Major success, instead decrease the Level by 2 and/or halve any apparent Pain. Any attempt consumes its necessary supplies (first aid tools are not otherwise wasted on a failure). A stabilized Affliction no longer contributes to any Bleeding or Active Pain.

While not necessary when rendering first aid upon an individual, one may sterilize open Wounds/Injuries to ensure they do not become infected. This may done with a suitable substance such as strong alcohol. Open Afflictions are any inflicted via Slashing, Piercing, or Burning damage. If not sterilized, when recovery begins the afflicted individual must make a Vitality Roll against a PV of 3x the causative damage (5x for a Blazing Wound). Upon a failure they suffer the Infection Status in that area of the body with a Level equal to 1 plus the difference in the 10's of both the PV and the result.

Wounds:

Slashing (Minor):
PV15 5min Basic Bandages
Slashing (Laceration:
PV30 15min Advanced Bandages, Suture Tools
Piercing (Minor):
PV10 5min Basic Bandages
Piercing (Rent):
PV35 10min Advanced Bandages (Compress), Gauze
Concussive (Minor):
PV5 3min Basic Bandages, Cold
Concussive (Contusion):
PV25 5min Advanced Bandages (Compress), Cold
Burning (Minor):
PV20 5min Basic Bandages, Cold
Burning (Scorch):
PV50 20min Advanced Bandages, Gauze, Cold

Injuries:

Sprain:
PV40 5min Basic Bandages (Compress), Cold
Strain:
PV30 5min Basic Bandages (Compress), Cold
Hypothermia:
PV20 10min Basic Warmth
Frostbite:
PV30 10min Basic Warmth
Heatstroke:
PV20 10min Basic Cool Water, Shade
Fractured Bone:
PV25 5min Advanced Sling
Broken Bone:
PV35 10min Advanced Sling, Splint
Arterial Bleeding:
PV40 10min Advanced Bandages, Forceps, Cautery Tools
Heart Attack:
PV40 5min Advanced CPR
Dismemberment:
PV25 3min Advanced Bandages, Tourniquet, Cautery Tools

Statuses:

Shock:
PV5 30min Basic Prone (Face-Up), Elevate Legs
Bloodloss:
PV40 20min Advanced Fresh Blood, Hollow Needle

Surgery:

Some Afflictions require additional intervention to recover properly. These requirements are listed in the Recovery section (see right). The ability to perform surgery is determined by one's Skill and requires surgical equipment, which may not be improvised as with First Aid.

When performing surgery, one must balance any progress against the Pain and bloodloss of the patient. To progress the operation, make an Acumen Roll, adding one's Medical Prof. as a positive modifier, and the Pain of the patient (reduced by one's Dexterity) as a negative modifier. This occurs during the span of "Steps", with each Step lasting 30 minutes minus one's Dexterity.

Most progress through the operation has a chance to either increase the Pain or bloodloss (Bleeding/Condition) of the patient. Beginning each Step, the patient loses an amount of Condition equal to their current Bleed, and at the end of each Step any Bleed is increased by a value equal to the current Step. Likewise, at the end of each Step increase the Pain of the patient by a value equal to the current Step until the operation is complete.

To perform a Step of an operation, make a Roll as described above against a PV equal to the causative damage of the Affliction, upon a success applying the excess value of the result as progress for the operation and any incurred Bleed and Pain at the end of the Step. One may elect to spend a Step reducing the Bleed of the patient to 0.5x its current value or applying anesthesia for any Pain (see Items/Herbalism), increasing neither value at the end of that Step. To complete the operation, one must accumulate at least 150 progress for any Affliction, or 250 for any which are Vital or would require advanced first aid.

Upon completing an operation, the Affliction is considered treated and receives the maximum possible bonus it could per first aid. Any Bleed is removed, and Pain caused by the operation subsides over the period of a Rest. Any surgical bonuses or requirements of recovery may be applied.

Remedies:

Certain combinations of herbs can produce usable remedies and cures for negative Statuses via use of the Herbalism Skill. Such effects are independent of magic, even should the results be similar. Remedies may be used to treat certain effects of Afflictions and be used to supplement first aid or surgery. For a full description, see the Herbalism section.

Recovery:

Slashing Wound:
Scratch: *3 Days (1 if Treated)*
Cut: *1 Week (5 if Treated)*
Laceration: *1 Month (2 Weeks with Surgery)*

Piercing Wound:
Prick: *2 Days (1 if Treated)*
Puncture: *10 Days (5 if Treated)*
Rent: *1.5 Months (1 with Surgery)*

Concussive Wound:
Bump: *1 Day (1 Hour if Treated)*
Bruise: *5 Days (1 if Treated)*
Contusion: *1 Month (1 Week if Treated)*

Burning Wound:
Singe: *3 Days (2 if Treated)*
Scald: *2 Weeks (1 if Treated)*
Scorch: *3 Months (2 with Surgery)*

Blazing Wound:
3x Corresponding Burn Wound, Following Surgery

Cut Ligament:
3 Months, Following Surgery

Arterial Bleeding:
No Defined Time, Requires Surgery

Internal Bleeding:
No Defined Time, Requires Surgery

Fractured Bone:
2 Months (1 if Treated)

Broken Bone:
3 Months (2 with Surgery)

Concussion:
2 Weeks

Disemboweled:
3 Months, Following Surgery

Minor Organ Damage:
3 Months, Following Surgery

Major Organ Damage:
6 Months, Following Surgery

Magic:

Mana:

Spells and Ideals (see below), express their cost in terms of a Mana value, representing a metaphysical energy one draws upon via a concerted mental effort.

A Mana value of an Ideal or base value of a spell must be a positive value, and may include a half Mana as part of its value. Sum any half Mana values when determining the final Mana requirements of a spell, rounding up.

Mana directly imposes Exhaustion gain upon a caster when exerted in great amounts (and as such casting is subject to Exhaustion Rolls). Whenever one would expend Mana during the casting of a spell, sum the Mana cost of that spell and the total value of all Mana one has spent this and the previous Round. One gains an amount of Exhaustion equal to the value in excess of 10, adding one's Focus to this allowable limit if one is counting Mana spent in the previous Round.

Spells:

One may know any number of spells and cast them as one chooses. Spells are categorized into four tiers, in ascending order of their complexity and potential to cause Exhaustion (assuming no modifiers or familiarity). Spells are learned via the Skill corresponding to their complexity. Spells have a number of associated statistics, these being Cast Time, Base Mana, Duration, Targeting, and Spell Potency.

Casting time describes a duration in AP or time which must be met before a spell may be cast (see right).

Base Mana is a value independent of any Ideals necessary to the casting of a spell. The final Mana cost of a spell is the sum of this value and that of its Ideals (see right).

Spells with an "Instant" duration are executed all at once. For other durations, the effect persists for the listed period, with Concentration (see Casting) requiring continued attention, with an option to persist if without limit.

The range over which a spell may act may be listed as Reach, in which case the target(s) must be within the caster's Base Reach. Otherwise, for values listed as some multiple of one's "Casting Range", this is a value equal to 10 plus one's Awareness. A spell will either list some number of targets (either a living individual or object as per spell description), or "Open Space", in which case on chooses a point or volume within the range of the spell. One may be able to see any target they select for a spell.

Some spells reference Spell Potency. This is a PV for any Roll made to resist one's spell effects. By default this is 30 plus one's Instinct, raised then by the corresponding Skill.

Ideals:

During the casting of a spell, one must contribute each of its required Ideals. To contribute an Ideal, add its listed value to the final Mana cost of the spell.

Some Ideals are Variable or Optional (separated by a ">" or "///", respectively). For the former choose one to contribute, and for the latter choose any number.

One may be Familiar with an Ideal, via the corresponding Skill. If Familiar with an Ideal, reduce the Mana cost of the first instance of that Ideal contributed to a spell by 1.

Ideals consist of four Tiers. Higher Tiers are composed of lower Tier ideals, and represent more complex concepts. The lower Tier Ideals of which a higher Tier Ideal is directly composed from are considered to be its “Constituent” Ideals.

One must "Consider" Ideals to use them most effectively. Unconsidered Ideals cost 2x as much to contribute to a spell, or 3x as much for an unfamiliar Ideal.

One may maintain a list of Considered Ideals up to a total Mana value of 15 plus one’s Recollection. Add the Tier of an Ideal to its apparent Mana value for this purpose. One may treat an Ideal as Considered if all its Constituent Ideals are. One may Reconsider Ideals during Rest over a number of minutes equal to the Mana cost of any new Ideals.

Casting:

To produce the effect of a spell, one must perform the casting process. This process must otherwise be uninterrupted, or risk failure.

As mentioned under Spells, each spell has a cast time. For those listing a fixed duration, one must spend the corresponding amount of time performing the casting process. Otherwise, for those listing a value in AP, one must perform the Cast action. Once the total value of the casting time has been contributed, the casting process is complete. One then pays any other costs and the effect is executed.

During the casting process, one must perform the Cast action at least once each consecutive Round, and during each Set which one acts. One may still addend secondary actions to this Cast action. Should one fail to perform the Cast action, either by choice or being prevented from doing so, the spell is Miscast (see right). The nature by which a spell may be interfered with depends on the Component used (see Components section).

An Exhaustion Roll made for the casting of a spell is done immediately once the casting process is complete, prior to execution. Mana costs (and corresponding Exhaustion gains) occur after the Exhaustion Roll for a spell.

Spells must include a valid target upon time of execution or are else Miscast (see Right). One may purposely choose omit a target by ceasing the casting process should a previously intended target no longer be valid.

Spells which list a concentration duration require one's constant attention. One may only concentrate on spells of a total Base Mana of up to 5 plus one's Recollection. If at any time one would be concentrating on more spells than their current limit, chose any number of spells to stop concentrating on until within one's limit again. For spells with no listed time limit (e.g. simply "Concentration (No Limit)"), one suffers 5 Exhaustion per hour spent concentrating on any number of such spells. One may choose to stop concentrating on a spell any time they could perform an action, at no cost. Concentration is interrupted if one is rendered unconscious or suffers Critical Damage.

Cast:
AP: *25 (Base), Variable*
Spend a minimum of 25 AP, unless the casting process has less than this value remaining. Contribute this value plus one's Instinct to the casting process of a spell. One must provide a suitable Component.

Augmenting:

When contributing Ideals to the casting of a spell, one may contribute additional copies of an Ideal to enhance its effects. This is known as Augmenting the spell, and must be performed during the casting of the spell.

Every spell has at least one Ideal that may be used as an Augment, and will describe the effect of an Augmenting Ideal. If an Ideal is not listed it has no additional effect.

Only 3 additional copies of any individual Ideal may be used to Augment a spell. The combined Tiers of any such Ideals may not exceed a value equal to 5 plus one's Intuition.

Miscasts:

The casting of a spell may fail due to various circumstances. If one fails in the casting of a spell at any point during the casting process, no effect is executed and any costs paid for that spell are wasted, along with time spent until the point of failure. This is referred to as a Miscast.

One circumstance that causes a Miscast is failing an Exhaustion Roll. Make any necessary Exhaustion Roll as part of the final Cast action of a spell, after having paid any Mana costs.

Another circumstance is lacking the proper Components. As outlined in the Components section (see next page), spells require a suitable component to be contributed throughout the casting process. If one fails to provide the component at any point, the spell is Miscast.

The last major circumstance which may cause a spell to be Miscast is a lack of valid targets upon execution. Spells describe both a targeting range, number of targets, and valid options. For a spell to succeed, a corresponding number of valid targets within the listed range must be selected. Should these conditions not be met, by choice or circumstance, the spell is Miscast rather than being executed.

If one faces a Major Failure when Rolling to determine a Miscast, that spell suffers a Mishap. This is a spell specific effect which is executed in place of the normal effect. Simple spells do not have associated Mishaps.

Supraspells:

Spells may be enhanced beyond their standard effects, or unique effects be produced by Supraspells. These are referred to as Enhancers and Actualizers, respectively.

During the initial Cast action of the casting process, for the cost of 1 Skill Point, apply an Enhancer to the effect of that spell. Only one Enhancer may be applied per spell. If the spell is Miscast the Supraspell and Skill Point are wasted.

One may perform one instance of the Cast action with an Actualizer in place of a spell. Pay any listed cost, and execute the effect of the Actualizer upon completion.

Subsumption:

Certain persistent spellcasting effects are tracked against a limit referred to as one's Subsumption limit. This primarily refers to Ideals stored via the Subsume Supraspell, however other effects may also be tracked this way.

One's Subsumption limit is a value defined as 10 plus one's Acumen. Any effects which count against this limit will be described by a value. The total sum of any such effects may not exceed this limit.

One may contribute any of their Subsumed Ideals during the casting of a spell. If one does so, use the Ideals exactly as Subsumed, ignoring any Mana requirement for that Ideal, then remove all such contributed Ideals from one's Subsumption limit.

Spells may include a persistent effect or condition independent of any concentration or duration, typically to allow their effect to trigger at a later time. In such cases, if a spell instructs one to Subsume it, use the base Mana value of the spell unless a specific value is provided.

Components:

Spells require the contribution of components to anchor their casting to reality. If one fails to provide the necessary component for a spell, it has a chance of failing (see Miscasts section). Components come in four types, with 3 tiers of complexity corresponding to a tier of spell (in ascending order). During the casting of a spell, one must provide a component of the matching complexity. The component types are Vocal, Motive, Material, and Focal.

When one learns a spell, assign the type of component one will use for that spell. Certain archetypes of spellcaster may have an affinity for a type of component, but besides Complex spells there are no restrictions. Complex spells will specify their requisite components, and do not otherwise correspond to a component tier.

Vocal components are spoken, including words, tones, song, or invocations one produces. To produce a vocal component, one's mouth must not be injured, impeded, or obstructed (including headgear). Tier 1 components include a single word/sound. Tier 2 includes a short phrase or intonation. Tier 3 must occupy at least one Round, and the accuracy of the component must be exact.

Motive components are motion based, including gestures, acrobatics, or acts of writing. To produce a motive component, one must have a free hand, arm, or full range of motion. Tier 1 components include simple actions, motions, or gestures involving only one's fingers. Tier 2 additionally requires one's arm to move. Tier 3 requires some full motion of the whole body, though not necessarily including a movement action. In each instance the motion must be exactly produced.

Material components consume a substance. The substance must be homogeneous or not meaningfully distinguished; structure does not matter (e.g. sand, wood, a gem, etc.). When one begins casting the spell, an amount of the material one is touching is immediately disintegrated, counting for the remainder of the casting. For tier 1 components, one may cast 100 spells per 1 Flame of material. Tier 2 grants 10 spells cast per Flame. Tier 3 grants 1 spell cast per Flame.

Focal components require use of an arcane implement or object, such as a wand, staff, or reliquary. This object must be held throughout the casting, though one is not required to manipulate it in any particular way. Tier 1 foci may be any small trinket or item worth at least 1 Flame, and only require physical contact with oneself. Tier 2 foci may be any one-handed object worth at least 5 Flames. Tier 3 foci may be any two-handed object worth at least 25 Flames.

Imbuements & Enchantments:

Objects may be instilled with magical effects to grant them additional utility. These effects broadly fall into the categories of Infusions, Imbuements, and Enchantments.

Infusions are temporary effects applied to an item with a limited supply of Mana. Generally such items will describe how to use their effects and how many uses it provides. One may create Infusions with the requisite Skill, as described by its corresponding Actualizer Supraspell.

Imbuements are permanent effects applied to an item which do not sustain their own Mana, needing to be "recharged". As with Infusions, such effects will describe when/how they act and the limit to their action, described by charges. Producing an effect with an Imbuement will describe some number of charges to be used, either for a singular instance or some duration, with the total number of charges varying between Imbuements. An Ideal, and some number of it, is used to replenish charges for the Imbuement, performed during a period of Rest. Providing any such Ideal is the same as contributing to a spell.

Enchantments are self-sustaining magical effects. This is due to the effect possessing a limited degree of sentience, generally only to the extent which allows them to comprehend the necessary Ideals for their function. Enchantments are very rare, due to the complexity and cost of their creation. Enchantments either function indefinitely or require charges in the case of more potent effects. In the latter case the charges replenish on their own according to a rate defined by the Enchantment.

Potions & Philtres:

Certain substances may be infused with an excess of Mana. Potions are such substances intended for consumption to induce a temporary magical effect, much as an Infusion. Philtres are bulk substances meant to act as a reserve for Mana or an Ideal, or to act as a specialized component.

Potions are created much like Infusions, and may take any form, so long as it may be safely consumed. They are distinct from Infusions as they are easily removed from the Subsumption limit of their creator, allowing an excess to be made. While they may be similar to certain drugs or medicines by effect, potions are distinguished by being magical in activity, rather than biological.

Philtres are created in a similar manner as Subsuming Ideals. This is done via their requisite Skill, requiring a substrate of sufficient worth/nature. As with potions, they are not counted against one's Subsumption limit.

For the creation of either such item, see the Arcane Pursuits section. Likewise, a selection of possible potions are listed within their corresponding Items category.

Auras:

Magical sources and effects are said to either possess or be an "Aura", depending on the context. Unless otherwise noted, such Auras are invisible to the naked eye, requiring magic to be revealed. Auras include ongoing spells, places of power (see below), magic objects, and sapient creatures (though such auras are more specialized).

Transient Auras may have their duration extended via the Anchor Actualizer. This requires a Mana source (non-sentient source in the case of Anchor). The Mana source must be aligned to an Ideal associated with the Aura, and once per hour one copy of the Ideal is withdrawn from the source to power the Aura, until depleted or dispelled.

Places of Power:

Certain locations within the world accumulate an excess of ambient Mana, either naturally or due to intentional manipulation by mages. These are called places of power, and mages may draw upon them for their own magic.

A place of power will have one or more Ideal associations, which describe the character of the mana they accumulate. Any power withdrawn from the location must be in the form of one such Ideal, and in the case of a mage they must be considering the Ideal. Likewise, a mage must have a minimum a level of expertise in their archetype that corresponds to or exceeds the Ideal (e.x. Expert > Tier 2). Lastly, this requires an Insight Roll against a PV determined by the site. Failing this Roll causes a Miscast if attempting to withdraw an Ideal for an actively cast spell.

Places of power have limits on the quantity of Mana they may accumulate, describe how much is accumulated per hour and the maximum quantity of which may be stored at any given time. When withdrawing an Ideal from the site, a corresponding amount of Mana is withdrawn from the site until later replenished. Some sites may serve akin to a temporary well and not replenish lost Mana.

Natural places of power include significant landmarks and leylines. Such landmarks may include the highest local peak of an area, the bottom of a lake, the deepest cavern in a cave, etc. Leylines form a network across the world, each of its own strength and type. Where such leylines intersect, their affinities may combine to a higher Ideal, and their power multiplies, making such locations sought after. Some leylines shift over time, others remain static.

Artificial places of power include sites of worship, congregations of mages, and specially prepared locations. Such places are generally well-known and inhabited by magic practitioners who utilize their power.

Ideals:

Tier 1

Heat: 0.5
Cold: 0.5
Hard: 0.5
Soft: 0.5
Short: 0.5
Long: 0.5
Silence: 1
Red: 1
Green: 1
Blue: 1
Black: 1
White: 1
Wet: 1
Dry: 1
Smooth: 1
Fine: 1
Coarse: 1
Curved: 1
Straight: 1

Dull: 1
Sharp: 1
Flat: 1
Fast: 1
Slow: 1
Bright: 1
Dim: 1
Weight: 1
Clear: 1
Opaque: 1
Motion: 1
Sound: 1
Empty: 1.5
Focus: 1.5
Force: 1.5
Sense: 1.5
Bind: 1.5
Life: 1.5
Self: 1.5

Tier 2

Smoke: 2.5
Black, Fine, Motion

Fur: 2.5
Soft, Smooth, Life

Scales: 2.5
Hard, Coarse, Life

Dirty: 2.5
Black, Coarse, Bind

Clean: 2.5
White, Smooth, Clear

Fluid: 2.5
Wet, Smooth, Motion

Mutable: 2.5
Soft, Curved, Opaque

Fire: 3
Heat, Dry, Red, Bright

Water: 3
Cold, Wet, Smooth, Clear

Air: 3
Heat, Soft, Wet, Empty

Earth: 3
Cold, Hard, Dim, Weight

Ice: 3
Cold, Wet, Slow, Opaque

Blood: 3
Heat, Wet, Red, Life

Bile: 3
Heat, Dry, Sharp, Coarse

Ink: 3
Dry, Cold, Black, Sense

Blade: 3
Hard, Sharp, Focus

Tension: 3
Slow, Straight, Weight

Surface: 3
Hard, Smooth, Flat, Straight

Speed: 3
Fast, Slow, Motion

Shape: 3
Straight, Curved, Sharp

Hear: 3
Silence, Sound, Sense

Touch: 3
Coarse, Fine, Smooth, Sense

Sight: 3
Bright, Dim, Sense

Smell: 3
Dry, Slow, Sense

Taste: 3
Wet, Fast, Sense

Heavy: 3.5
Flat, Weight, Force

Loose: 3.5
Smooth, Empty, Bind

Tight: 3.5
Straight, Focus, Bind

Bite: 3.5
Wet, Sharp, Fast, Motion

Reflection: 3.5
Clear, Bright, Focus

Plant: 3.5
Wet, Green, Slow, Life

Iron: 3.5
Hard, Black, Weight, Force

Tin: 3.5
Soft, Dull, Bright, Opaque

Silver: 3.5
Hard, Smooth, Bright, Clear

Power: 4
Hard, Sharp, Motion, Force

Light: 4
Heat, Soft, White, Bright, Clear

Darkness: 4
Cold, Soft, Black, Dim, Opaque

Color: 4
Red, Green, Blue, White, Bright

Clarity: 4
Clear, Empty, Sense

Void: 4
Cold, Black, Silence, Dim, Empty

Voice: 4
Sound, Life, Self

Emotion: 4
Sense, Self, Focus

Memory: 4
Weight, Bind, Self

Animus: 4
Motion, Life, Self

Tier 3

Anger: 13
Fire, Bile, Power, Emotion

Fear: 13
Water, Ice, Darkness, Emotion

Grief: 13
Earth, Ink, Void, Emotion

Joy: 13
Air, Blood, Color, Emotion

Shock: 9
Blade, Speed, Emotion

Suspense: 9
Mutable, Tension, Emotion

Disgust: 9
Dirty, Bile, Emotion

Trust: 9
Clean, Clarity, Emotion

Sun: 10
Fire, Light, Color

Moon: 10
Earth, Reflection, Darkness

Star: 10
Water, Silver, Sight

Sky: 10
Air, Clarity, Void

Change: 7
Mutable, Fluid, Shape

Flesh: 10
Soft, Blood, Earth, Animus

Wood: 8
Hard, Life, Earth, Plant

Fat: 9
White, Dirty, Mutable, Taste

Cloth: 7
Soft, Flat, Mutable, Plant

Rune: 9
Ink, Shape, Sight

Distance: 7
Short, Long, Shape, Sight

Stone: 7
Weight, Earth, Heavy

Sand: 7
Fine, Dirty, Loose

Soil: 7
Mutable, Dirty, Earth

Lead: 9
Mutable, Iron, Heavy

Copper: 8
Mutable, Fire, Tin

Gold: 10
Silver, Light, Color

Mercury: 9
Weight, Fluid, Water, Speed

Sulphur: 9
Bright, Smell, Bile, Fire

Salt: 9
White, Earth, Loose, Taste

Perceive: 9
Bind, Self, Hear, Sight

Feel: 12
Bind, Touch, Taste, Smell

Decay: 8
Mutable, Dirty, Earth

Venom: 8
Dirty, Blood, Bite

Electric: 10
Bright, Fire, Speed, Power

Barrier: 9
Tension, Surface, Heavy

Weapon: 9
Blade, Heavy, Iron

Chaos: 10
Fire, Air, Water, Earth

Thought: 12
Bind, Speed, Emotion, Animus

Knowledge: 12
Bind, Shape, Clarity, Memory

Tier 4

Body: 20
Shape, Salt, Flesh

Spirit: 20
Mutable, Mercury, Thought

Soul: 20
Animus, Sulphur, Feel

Material: 20
Soil, Stone, Lead

Ephemera: 20
Void, Sky, Chaos

Summer: 20
Sun, Anger

Winter: 20
Stars, Fear

Autumn: 20
Moon, Grief

Spring: 20
Sky, Joy

Mind: 25
Emotion, Thought, Knowledge

Death: 30
Fear, Grief, Decay

Simple Spells:

Viscify
AP: *70*
Mana: *1 Base (8 Total)*
Ideals: Motion, Fluid (1/2.5) > Tight-Loose (3.5)
Casting: *1 Hour, Casting Range (1 Target)*
Effect:
Choose a liquid. This can be an open volume or flowing source (such as from a bottle or a cut). In either instance, the spell applies to up to a quart of that liquid. If the Tight Ideal was selected, increase its viscosity by an order of magnitude. If the Loose Ideal was selected, decrease it by an order of magnitude. This respectively slows or quickens the rate at which the liquid flows by 10x.
Augmenting:
Fluid: Up to another quart of fluid may be effected.
Tight/Loose: Increase the effect by another order of magnitude.

Grit
AP: *60*
Mana: *1 Base (9.5 Total)*
Ideals: Bind, Sand (1.5/7) /// Surface-Air (3)
Casting: *10 Minutes, Reach (Open Space)*
Effect:
Conjure a handful of sand (1 cubic inch total). Choose a granularity between powdery and fine gravel while casting the spell. If the Surface Ideal was selected, the sand adheres to a nonliving surface it is applied to, gaining the properties of sandpaper. If the Air Ideal was selected, the sand is forcefully blown 5ft in a cloud 2.5ft in diameter at its end. The sand disappears after the duration of the spell.
Augmenting:
Bind: Increase the duration by up to 5 minutes.
Sand: Conjure up to double the volume of sand.

Blaze
AP: *25*
Mana: *2.5 Base (9 Total)*
Ideals: Heat, Fire, Shape (0.5/3/3)
Casting: *Concentration (1 Round), Reach (Open Space)*
Effect:
Conjure a small flame to a free hand. The flame occupies the palm or the end of a finger, and does not harm the caster. The size of the flame may be that of a lit candle (about half a cubic inch). One may use the Throw action with the flame up to one's Casting Range; the spell ends when it makes contact with a surface. Anything the flame contacts takes Burning damage equal to 5 plus the 10's of the result.
Augmenting:
Fire: The base damage is increased by 3.
Shape: The flame may be up to 5x larger.

Enthermiate
AP: *100*
Mana: *2 Base (9 Total)*
Ideals: Bind, Fluid (1.5/2.5) > Fire-Ice (3)
Casting: *Instant, Casting Range (1 Target)*
Effect:
Choose a liquid or living flesh. Up to one gallon of liquid or one area of a creature's body may be selected. If the Fire Ideal was selected, warm the target, if Ice, cool the target. For liquids, increase/decrease the temperature by up to 50/25 degrees Fahrenheit respectively, or a tenth that amount for living creatures.
Augmenting:
Fluid: Increase the number of gallons/areas that may be affected by 1.
Fire/Ice: Increase the multiplier of the shift by 1 (from 1x base).

Pierce
AP: *80*
Mana: *4 Base (8 Total)*
Ideals: Sharp, Force, Focus (1/1.5/1.5)
Casting: *Instant, 3x Casting Range (1 Target)*
Effect:
Make a ranged attack against the target, treating the target as Close Range, with 4 Dispersion, 15 Handling, and Momentum of 20 plus the 10's of the Roll. One may addend applicable ranged attack actions to the final Cast action. If the attack hits, one may choose to do as little damage as they like.
Augmenting:
Force: Increase the base Momentum by 5.
Focus: Decrease the Dispersion of the attack by 1.

Wash
Cast Time: *10 Seconds*
Mana: *1.5 Base (7 Total)*
Ideals: Clean, Surface (2.5/3) /// Reflection (3.5)
Casting: *Instant, Reach (1 Target)*
Effect:
Choose an exposed surface up to 1 square foot. Any dust, grime, and dirt is removed. If the Reflection Ideal was selected, it is lightly polished as part of this process. The removed substances are either dispersed into the environment or concentrated in a point of one's choice within one's Casting Range.
Augmenting:
Surface: The targeted surface may be an additional square foot.

Lacerate
AP: *50*
Mana: *3.5 Base (8 Total)*
Ideals: Force, Blade (1.5/3)
Casting: *Instant, Casting Range (1 Target)*
Effect:
Make a melee attack against the target. The Reach of this attack is 2ft and is considered as originating from an angled Guard position of one's choice. It has a Damage of 25 (Slashing) and Heft of 0. If the attack hits, one may choose to do as little damage as they like.
Augmenting:
Force: Increase the Heft of the attack by 3.
Blade: Increase the base Damage of the attack by 5.

Orbit
AP: *50*
Mana: *3 Base (8.5 Total)*
Ideals: Curved, Force, Shape (1/1.5/3)
Casting: *Concentration (10min), Reach (1 Target)*
Effect:
The target, which must be an object weighing less than 5lbs, begins to orbit oneself at a distance between 1 and 5 feet.
Augmenting:
Force: The object may weigh up to an additional 2lbs.
Shape: The object's maximum orbital distance is increased by 2ft.

Mark
Cast Time: *30 Seconds*
Mana: *1 Base (8.5-9.5 Total)*
Ideals: Bind, Surface (1.5/3) > Ink-Color (3-4)
Casting: *10 Minutes, Reach (1 Target)*
Effect:
Touch a point on the target. For the duration of the spell, when this point comes into contact with a surface, it leaves a highly visible discoloration. If the Ink Ideal was selected, the discoloration is black and persists until it comes in contact with a liquid. If the Color Ideal was selected, the discoloration is any color of one's choice, and lasts for 1 day before fading.
Augmenting:
Bind: The duration of the spell is increased by 5 minutes.

Glue
AP: *90*
Mana: *2.5 Base (8 Total)*
Ideals: Wet, Bind, Touch (0.5/1.5/3.5)
Casting: *Instant, Reach (Open Space)*
Effect:
Touch a surface throughout the casting. The contacted area becomes adhesive for 1 minute. If another surface comes into contact with the surface during this time, it adheres with a bond as strong as superglue.
Augmenting:
Wet: The initial adhesive duration is increased by up to 1 minute.
Touch: The strength of the bond is doubled.

Plane
AP: *40*
Mana: *2 Base (7.5 Total)*
Ideals: Flat, Force, Shape (1/1.5/3)
Casting: *Concentration (No Limit), Casting Range (Open Space)*
Effect:
A translucent plane of energy appears within a space of one's choice, with a fixed orientation determined upon execution of the spell. It may be circular, rectangular, or fill an empty frame. The maximum side/diameter may be up to 1 foot, and an inch thick. It has 30 Integrity and can support up to 500lbs. If used to intercept an incoming attack/projectile, treat the plane as a Targe.
Augmenting:
Flat: Increase the weight limit by 100 pounds.
Force: The Integrity is increased by 10.
Shape: The maximum length (not depth) is increased by 1 foot.

Grasp
AP: *30*
Mana: *1 Base (6 Total)*
Ideals: Force, Touch (1.5/3.5)
Casting: *Concentration (No Limit), Casting Range (1 Target)*
Effect:
A translucent force takes hold of the target. It has the same Strength and Agility as one's hand if it were wearing a mitten. It can apply its force over an area of 1 square foot. One may spend 15 AP to move it up to 10 feet, keeping within one's Casting Range.
Augmenting:
Force: Increase the effective Strength modifier by 1.
Touch: Increase the maximum effected area by half a square foot.

Heave
AP: *50*
Mana: *3 Base (9 Total)*
Ideals: Motion, Force, Heavy (1/1.5/3.5)
Casting: *Instant, Casting Range (1 Target)*
Effect:
Push the target along any angle one choose. Against a living target, treat this as the Shove action. Otherwise, one may move an object up to one's Casting Range per the rules of Carrying Capacity. Use one's Focus in place of any Strength governed Trait and half one's Spell Potency in place of one's Weight.
Augmenting:
Force: Increase the targeting and movement range by 5 feet.
Heavy: Treat any applied modifier(s) as 5 higher.

Brightbeam
AP: *50*
Mana: *1 Base (7 Total)*
Ideals: Far, Focus, Light (0.5/1.5/4)
Casting: *Concentration (5mins), Reach (1 Target)*
Effect:
Touch a point on the target. The point emits a cone of light up 20ft long and 3ft wide at its end. The light is a soft white-yellow and is as bright as Torchlight.
Augmenting:
Far: Increase the length of the cone by 5ft.
Focus: Broaden the cone by 1ft or narrow it by 6in.
Light: The luminosity is doubled (2x falloff distance).

Whisper
AP: *25*
Mana: *1 Base (9 Total)*
Ideals: Silence, Hear, Voice (1/3/4)
Casting: *Instant, 2x Casting Range (1 Target)*
Effect:
Encode a message mentally as part of this spell's casting, as if using the Speak action. Transmit this message telepathically to the target.
Augmenting:
Hear: Increase the multiplier for the targeting range by 1x.
Voice: One may select an additional target.

Simple Spells Cont.:

Boomerang
AP: *30*
Mana: *1 Base (8 Total)*
Ideals: Tension, Memory (3/4)
Casting: *Instant, Reach (1 Target)*
Effect:
Choose a held object. If one uses the Throw action upon it this Round, it flies back to one's grasp once it has traveled 30ft.
Augmenting:
Tension: The object may travel 15ft further before returning.
Memory: One may select an additional held object.

Clamp
AP: *75*
Mana: *2 Base (9 Total)*
Ideals: Tight, Iron (3.5/3.5)
Casting: *Concentration (1min), Reach (1 Target)*
Effect:
Immobilize an object or individual. Against a living creature, apply a Hold with a Tightness of 80. They are unable to move until overcoming this Hold, upon which this spell ends. Against an object, it is held in place, ignoring gravity and external forces, only moving via a Power Roll against a PV100 (ending the spell as above). If this object would otherwise be worn/equipped/held by another individual, instead apply the effect against the individual as above.
Augmenting:
Tight: Increase the Tightness of the Hold by 10.
Iron: Increase the Concentration duration by 1 minute.

Film
AP: *50*
Mana: *1 Base (7.5 Total)*
Ideals: Surface, Tight (3/3.5)
Casting: *10 Minutes, Reach (1 Target)*
Effect:
An area up to 1 square foot in contact with a point one touches during the casting of this spell becomes covered in a thin film. This may cover openings and holes within the surface. This film is composed of a translucent energy, is paper thin, and behaves similarly to plastic (impermeable, inert, slightly elastic).
Augmenting:
Surface: Increase the maximum effected area by 1 square foot.
Tight: Increase the duration by 10 minutes.

Jolt
AP: *75*
Mana: *3 Base (9.5 Total)*
Ideals: Speed, Bite (3/3.5)
Casting: *Instant, Casting Range (1 Target)*
Effect:
Energy arcs between oneself and the target. Make a Roll, dealing Burning Damage equal to half the result. If living, the target must make a Vitality Roll against one's Spell Potency, suffering 1 level of the Shocked Status upon a failure, 2 levels upon a Major failure, with an additional level if one's Roll was Critical. This Status lasts until the end of the next Round.
Augmenting:
Speed: Increase the targeting range by 5ft.
Bite: Increase the final Burning Damage by 5.

Peer
AP: *100*
Mana: *2.5 Base (8 Total)*
Ideals: Mutable, Sight (2.5/3)
Casting: *1 Minute, Casting Range (Open Space)*
Effect:
One may project their vision outwards. Choose a point one can otherwise see during the execution of the spell, treating it as the source of one's perception of Sight (this does not otherwise distort binocular vision or depth perception). One's own visual organs are incapable of sight during this period, while one's other senses are otherwise unaffected.
Augmenting:
Mutable: Increase the range by 5ft.

Propel
AP: *40*
Mana: *2.5 Base (9 Total)*
Ideals: Speed, Heavy (3/3.5)
Casting: *Instant, Reach (1 Target)*
Effect:
Choose a held object. It is launched by an arcane force, otherwise treating this as an instance of one performing the Throw action which has been Aimed once (though with none of the associated costs). Such a throw has no Dispersion and travels up to 60ft (Close Range). A general object deals Concussive damage equal to 2x its weight (in pounds) upon impact, otherwise a Thrown weapon deals damage according to its standard properties.
Augmenting:
Speed: The object may travel an additional 15ft.
Heavy: Raise the damage modifier by 0.5x (from 1x for weapons).

Shave
AP: *50*
Mana: *1 Base (8 Total)*
Ideals: Sharp, Clean, Tight (1/2.5/3.5)
Casting: *Instant, ()*
Effect:
Choose a surface of up to 1 square foot. A razor like force is applied over it, simultaneously acting upon its entirety. Any hair, fuzz, thin coatings, soft substances, etc., is loosened, up to a depth of a tenth of an inch. Against bare skin, apply a basic Scratch Wound.
Augmenting:
Sharp: Increase the damage of the Scratch Wound by 3.
Clean: Increase the maximum effected area by 1 square foot.

Smite
AP: *30*
Mana: *2 Base (9 Total)*
Ideals: Blade, Power (3/4)
Casting: *1 Minute, Reach (1 Target)*
Effect:
While under the effects of this spell, the next melee attack one successfully lands against a target is considered Critical, regardless of the outcome of the Roll. If the attack would have been Critical independently of the effect of this spell, additionally add the 10's of the Roll to the Damage of the attack.
Augmenting:
Power: Treat any bonus Damage as 3 Higher.

Spray
AP: *40*
Mana: *1.5 Base (9 Total)*
Ideals: Fine, Water (1, 3) /// Loose-Tight (3.5)
Casting: *1 Minute, Reach (1 Target)*
Effect:
Choose a point upon one's body or a surface one touches during the cast of the spell. This point emits water, either as a fine mist if the Loose Ideal was selected, or a gentle jet if the Tight Ideal was selected. This reaches up to one's Casting Range for the former, or a third this distance for the latter. This produces 1 fluid ounce every 30 seconds, with a composition (trace minerals, microbes, etc.) the same as the last sip of water one has consumed. This water persists after the duration of this spell has concluded.
Augmenting:
Water: Produce an additional fluid ounce per 30 seconds.

Spook
AP: *40*
Mana: *1.5 Base (9 Total)*
Ideals: Bite, Emotion (3.5/4)
Casting: *Instant, Casting Range (1 Target)*
Effect:
The target must make an Instinct Roll against one's Spell Potency. Upon a failure, the target suffers the Fear Status until the end of the next Round. If otherwise unaware of oneself upon the execution of this spell, they additional suffer the Surprise Status.
Augmenting:
Bite: Increase the Fear duration by an additional Round.
Emotion: One may select an additional target.

Amplify
AP: *20*
Mana: *1.5 Base (9 Total)*
Ideals: Force, Air, Hear (1.5/3/3)
Casting: *Instant, Reach (1 Target)*
Effect:
Touch an object or individual during the casting process. Until the End of the current Round, any sound which it produces is Loud, its volume is increased by 2x, and it's Subtlety decreased inversely. Any individual within one's Casting Range and Facing must make a Fortitude Roll, suffering 3 levels of Deaf upon a failure, or 1 otherwise.
Augmenting:
Air: Increase the deafening range of effect by 5ft.
Force: Increase the volume multiplier by 1x.

Bottle
AP: *60*
Mana: *2 Base (9 Total)*
Ideals: Bind, Fluid, Surface (1.5/2.5/3)
Casting: *Instant, Reach (1 Target)*
Effect:
One contains a liquid within one's reach. One may either restrict up to 2 pints of a fluid within a field of translucent force taking the form of a bottle, or otherwise render a similarly sized container as capable of holding up to 3x as much fluid. In the case of the latter, the spell moves the excess quantity of fluid (however much is available) into the container; the additional volume/weight is ignored. The bottle may not receive additional fluid, and lasts until emptied.
Augmenting:
Fluid: One may effect one additional pint or raise the modifier by 1x.

Keen
AP: *40*
Mana: *1 Base (9 Total)*
Ideals: Sharp, Air, Clarity (1/3/4)
Casting: *1 Minute, Reach (1 Target)*
Effect:
Treat one of one's Senses as Keen. At any time during the duration of this spell, if one would make a Melee Attack or Close Ranged Shot, one may ignore the Base Avoidance of the target and any direct Grace bonus (e.g. Dodge values are still considered). If one does so, this spell concludes following the Hit Roll.
Augmenting:
Clarity: Increase the duration by 1 minute.

Moderate Spells:

Minor Explosion
AP: *100*
Mana: *2.5 Base (13 Total)*
Ideals: Air, Heavy, Power (3/3.5/4)
Casting: *Instant, 3x Casting Range (Open Space)*
Effect:
Choose a point. All objects and individuals within 2.5/5/10ft of that point take 30/20/10 Concussive damage and lose an amount of Balance equal to 50/25/10 plus one's Spell Potency, respectively. Any individual caught within the blast must make a Vitality Roll against one's Spell Potency, receiving 3/2/1 levels of the Deaf Status for an equivalent number of hours upon a Failure. The resulting sound is Loud with a Subtlety of 10.
Augmenting:
Air: Increase the targeting range multiplier by 1x.
Heavy: Increase the range of each effect by 1.5x.
Power: Increase the Concussive damage by 3 per range.
Miscasts:
One is blown 10ft into the air and loses all Balance.

Vitriol
AP: *75*
Mana: *2.5 Base (11.5-12 Total)*
Ideals: Bile, Touch (3/3.5) > Fluid-Surface (2.5-3)
Casting: *Concentration (1min), Casting Range (1 Target)*
Effect:
Select up to 1 quart of liquid (if Fluid was chosen) or 1 square foot area (if Surface was chosen). The target becomes caustic, dealing 10 Burning (Caustic) damage to any organic substance it contacts at the end of each Round. Prolonged damage is cumulative.
Augmenting:
Bile: Increase the base damage of the effect by 3.
Fluid/Surface: Increase the maximum area/volume by 1 unit.
Miscasts:
One suffers the Food Poisoning Status as per an inedible substance.

Frostbite
AP: *75*
Mana: *1.5 Base (16 Total)*
Ideals: Bind, Ice, Flesh (1.5/3/10)
Casting: *Instant, Casting Range (1 Target)*
Effect:
The target suffers 20 Burning (Cold) damage. If the target is a living creature, it must make a Fortitude Roll against one's Spell Potency, gaining one level of Hypothermia upon a failure, and one level of Frostbite to a random limb upon a Major failure. Otherwise, any moisture up to 6 cubic feet total within the target freezes.
Augmenting:
Bind: Increase the targeting range by 5ft.
Ice: Increase the damage by 5 and Hypothermia Status by 1.
Flesh: Increase the number of targets and/or effected limbs by 1.
Miscasts:
One's extremities suffer one level of the Frostbite Status.

Shield
AP: *50*
Mana: *1 Base (15 Total)*
Ideals: Self, Tight, Barrier (1.5/3.5/9)
Casting: *Concentration (No Limit), Reach (1 Target)*
Effect:
Touch a target. The next time it would suffer damage, reduce that damage by 30. The spell ends upon this effect.
Augmenting:
Tight: Increase the damage mitigation by 10.
Barrier: The spell may trigger an additional time.
Miscasts:
The next time one would suffer damage, increase the value by 1.5x.

Arm Thyself
AP: *30*
Mana: *3 Base (18 Total)*
Ideals: Blade, Shape, Weapon (3/3/9)
Casting: *Concentration (No Limit), Reach (Open Space)*
Effect:
Conjure a spectral blade into one's hand. It takes the form of a standard quality blade of one's choice, made from a translucent energy. It has all average statistics of the chosen item.
Augmenting:
Blade: Increase the Momentum of the weapon's attacks by 3.
Weapon: Grant the weapon one positive quality modifier.
Miscasts:
The chosen weapon is replaced with a spectral fork.

Warrior's Wardrobe
AP: *50*
Mana: *2 Base (15 Total)*
Ideals: Shape, Surface, Cloth (3/3/7)
Casting: *1 Hour, Reach (1 Target)*
Effect:
Touch a jacket, vest, cloak, or coat. For the duration of the spell it thickens and gains the properties of standard gambeson armor, providing coverage per its original design, and may additionally gain the qualities of a textile of one's choice.
Augmenting:
Shape: Increase the duration by 1 hour.
Cloth: Grant the gambeson one positive quality modifier.
Miscasts:
The stitching of the item comes undone.

Combust
AP: *30*
Mana: *4 Base (11 Total)*
Ideals: Focus, Smoke, Fire (1.5/2.5/3)
Casting: *Instant, Casting Range (1 Target)*
Effect:
If the target is a flammable object, it combusts.
Augmenting:
Focus: Increase the targeting range by 5 feet.
Miscasts:
The limb/item providing the component suffers 5 Burning Damage.

Cotton
AP: *40*
Mana: *5 Base (12 Total)*
Ideals: White, Mutable, Plant (1/2.5/3.5)
Casting: *1 Minute, Casting Range (Open Space)*
Effect:
Conjure a sphere of cotton with a diameter of 6in or cover a continuous 1 foot square surface in 1in of cotton. The cotton expands an inch outwards, can absorb its volume in liquid, and provides 5 Concussive Resistance to anything it contacts.
Augmenting:
Mutable: Increase the Resistance bonus by 3.
Plant: The cotton expands an additional inch.
Miscasts:
The caster's hands soften and lose 5 Agility for 1 Round.

Rope
AP: *40*
Mana: *5 Base (15 Total)*
Ideals: Tension, Cloth (3/7) /// Plant (3.5)
Casting: *1 Hour, Reach (Open Space)*
Effect:
Conjure up to 30ft of cotton rope, or hemp rope if the Plant Ideal was selected, of either twine or line. It may be tied around the targeted area or come knotted in a manner of one's choice.
Augmenting:
Tension: Increase the load capacity by 1.5x.
Cloth: Increase the maximum length by 2x.
Miscasts:
One suffers 25 Restriction for 10 minutes.

Hither & Dither
AP: *45*
Mana: *3.5 Base (18 Total)*
Ideals: Reflection, Void, Distance (3.5/4/7)
Casting: *Instant, Casting Range (Open Space)*
Effect:
One and any worn equipment teleport to the selected space, not including objects or creatures that would require two hands to transport. Any creature so teleported must consent to the effect.
Augmenting:
Distance: Increase the maximum targeting distance by 1.5x.
Miscasts:
One is flipped 180 degrees overhead.

Miscat
AP: *20*
Mana: *3.5 Base (13 Total)*
Ideals: Fur, Bile, Voice (2.5/3/4)
Casting: *Instant, Casting Range (1 Target)*
Effect:
When the target next attempts to speak, they instead cough up a wet furball or trichobezoar (caster's choice).
Augmenting:
Voice: Increase the targeting range by 5 feet.
Miscats:
One mouth grows fur and cannot produce speech for 1 hour.

Helping Hand
AP: *25*
Mana: *1 Base (13 Total)*
Ideals: Force, Shape, Touch, Animus (1.5/3/3.5/4)
Casting: *Concentration (No Limit), Casting Range (Open Space)*
Effect:
Conjure a hand identical to one's own, rendered in translucent energy. It has an Agility of 3, a Strength of -3, and otherwise shares one's Trait assignments. It acts on its own with 50 AP, aiding one as best it can, being an extension of one's psyche. It has an Integrity of 15. It hovers with a Base Movement of 10ft, and cannot leave one's Casting Range.
Augmenting:
Force: Increase the hand's Strength by 1.
Shape: Increase the hand's Integrity by 5.
Touch: Increase the hand's Dexterity and Reflex assignments by 2.
Animus: Increase the hand's AP limit by 10.
Miscasts:
One loses control of one of their own hands for 3 Rounds.

Arcane Chair
Cast Time: *10 Seconds*
Mana: *2 Base (13 Total)*
Ideals: Soft, Surface, Wood (0.5/3/7.5)
Casting: *30 Minutes, Casting Range (Open Space)*
Effect:
Conjure a chair into the chosen space. It comes in a style/material of one's choice, so long as it remains under 20lbs. Using this chair for a Brief Rest counts from the moment one sits in it, with 2x the benefit. If one spends the entire duration of the spell Resting in such a way, reduce one's Fatigue and Exhaustion by 1 for every minute spent Resting, and one regains 2 Skill Points. One may not receive the previous benefit again until after they have slept a full period, and may not reduce their Exhaustion below what is incurred by this spell.
Augmenting:
Surface: The duration is increased by 10mins.
Wood: The chair may be an additional 10lbs.
Miscasts:
Reduce one's Balance to 0.

Lardrush
AP: *60*
Mana: *2 Base (14 Total)*
Ideals: Shape, Fat (3/9)
Casting: *1 Minute, 2x Casting Range (Open Space)*
Effect:
Conjure an amount of grease, fat, or oil into the targeted space. This may be a volume of 1 gallon, or an area of up to 10 square feet. The chosen fluid has all of its standard properties (note that such materials are flammable). Treat any coated surface as Difficult Terrain, using similar rules as Ice, though instead deceasing Balance by 10 per foot moved and tripling any forced Balance changes. Reduce the Tightness of an interaction with a coated surface by 20.
Augmenting:
Shape: Increase the targeting range by 5ft.
Fat: An additional half gallon or 5 square feet may be conjured.
Miscasts:
One becomes crusted in a film of wax.

Moderate Spells Cont.:

Cleave
AP: *50*
Mana: *2.5 Base (13 Total)*
Ideals: Blade, Heavy, Power (3/3.5/4)
Casting: *Instant, Reach (1 Target)*
Effect:
Perform a Hit Roll as part of the casting of this spell. If successful, choose a plane which intersects the point one touched upon an object or individual. Deal 40 Cleaving Damage across this plane.
Augmenting:
Power: Increase the Damage by 5.
Miscasts:
One suffers three random Base Scratch Wounds.

Clot
AP: *100*
Mana: *3.5 Base (13 Total)*
Ideals: Blood, Tension, Tight (3/3/3.5)
Casting: *Instant, Reach (1 Target)*
Effect:
Choose a single non-Vital Slashing or Piercing Wound suffered by the target. Mitigate up to 5 Bleed imparted by that Wound. This Wound otherwise recovers twice as quickly.
Augmenting:
Blood: Increase the Bleed mitigation by 3.
Tight: Increase the recovery bonus multiplier by 1x (from 2x).
Miscasts:
One suffers 1 Bloodloss.

Dead Cat's Bounce
AP: *15*
Mana: *1.5 Base (14 Total)*
Ideals: Fluid, Air, Distance (2.5/3/7)
Casting: *Instant, Casting Range (1 Target)*
Effect:
Choose a target, living or otherwise. Until the End of the Round, any momentum the target has gained from falling is instead dissipated safely upon impact, causing instead a gentle bouncing upon landing. This allows the target to ignore the Falling Injury.
Augmenting:
Distance: Double the targeting range.
Miscasts:
Make a Balance Roll.

Depict
Cast Time: *10 Seconds*
Mana: *5 Base (15 Total)*
Ideals: Shape, Sight, Color (3/3/4)
Casting: *1 Minute, Casting Range (Open Space)*
Effect:
Create an illusory image of one's imagining. This may fill a space of up to 10ft per dimension, or otherwise a mobile volume of 100 cubic feet. The contents of this illusion may be anything one may completely and thoroughly imagine (per GM discretion, a Recollection Roll may be required). If mobile, the image may not leave one's casting range. The image is purely visual, requiring use of the Discern action against one's Spell Potency to determine this is an illusion, and does not interact with any other sense.
Augmenting:
Shape: Increase the maximum dimension by 2, or volume by 50.
Sight: Increase the PV to discern the validity of the image by 10.
Miscasts:
One suffers as if having the Paranoid Quality until next they sleep.

Empathic Bond
AP: *50*
Mana: *3.5 Base (13 Total)*
Ideals: Bind, Emotion, Animus (1.5/4/4)
Casting: *Concentration (10mins), Reach (1 Target)*
Effect:
Touch another willing living creature. Each may utilize the direct Senses of the other if within 3x one's Casting Range.
Augmenting:
Emotion: Increase the distance multiplier by 2x.
Miscasts:
One receives 1 level of Blind for an hour, and the other Deaf.

Guide
AP: *50*
Mana: *2.5 Base (13 Total)*
Ideals: Mutable, Clarity, Memory (2.5/4/4)
Casting: *1 Hour, Casting Range (1 Target)*
Effect:
Every time one would Roll, one may record the 1's of the result, to a limit of one record at a time. Any time one or another individual within one's Casting Range would perform a Roll, one may offer this value to replace the result of the Roll (e.g. the target must consent). The recorded value is then lost.
Augmenting:
Clarity: One may offer a result to individuals up to 5ft further away.
Memory: One may record 1 additional result at a time.
Miscasts:
Treat none of results as a Major success for 1 Hour.

Heatray
AP: *75*
Mana: *1.5 Base (15 Total)*
Ideals: Fire, Tight, Distance (3/3.5/7)
Casting: *3 Rounds, 2x Casting Range (1 Target)*
Effect:
Shimmering heat extends between oneself and the target. Make a Hit Roll against the target, upon a success inflict 20 Burning (Heat) Damage. Each Round for the effect of this spell, one may repeat the Cast action to reproduce the previous effect, causing the Damage to be cumulative. If one lands each Shot, treat the Damage as Blazing.
Augmenting:
Fire: Increase the Burning Damage by 5.
Distance: Increase the multiplier of the targeting range by 1x.
Miscasts:
Ones hands each suffer a Base Singe Wound.

Hush
AP: *60*
Mana: *2.5 Base (14 Total)*
Ideals: Hear, Void, Voice (3.5/4/4)
Casting: *Concentration (10mins), Casting Range (Open Space)*
Effect:
Choose an area of up to 5ft per side. No sound may travel through this area, nor may any originate from within. One may at any time choose an individual within this area, if unwilling making a Might Roll against one's Spell Potency. If willing or upon a failure, the target produces no sound for 5mins, ending this spell.
Augmenting:
Void: Increase the effected areas by 2ft per dimension.
Miscasts:
One cannot speak for 1 hour.

Pummel
AP: *80*
Mana: *2 Base (15 Total)*
Ideals: Force, Fluid, Lead (1.5/2.5/9)
Casting: *Instant, Casting Range (1-3 Targets)*
Effect:
Choose up to 3 targets, any of which may be repeated. Make Hit Roll against each, dealing 25 Concussive Damage upon a success, along with a corresponding reduction to Balance if a Major Success.
Augmenting:
Fluid: Choose up to 1 additional target.
Lead: Increase the Damage dealt by a hit by 5.
Miscasts:
Reduce one's Balance to 1.

Soothe
AP: *100*
Mana: *1.5 Base (15 Total)*
Ideals: Soft, Blood, Feel (0.5/3/12)
Casting: *10 Minutes, Reach (1 Target)*
Effect:
Choose a Wound suffered by the Target. For the duration of this spell, it causes no apparent Pain or Stress, active or otherwise.
Augmenting:
Feel: One may select an additional Wound.
Miscasts:
One suffers half the Pain/Stress of the chosen Wound for 1 minute.

Fortify
AP: *75*
Mana: *5 Base (12 Total)*
Ideals: Bind, Surface, Iron (1.5/3/3.5)
Casting: *Concentration (1 Round), Reach (1 Target)*
Effect:
Touch the target. Increase it's Threshold against all Damage by 5 for the duration of the effect of this spell.
Augmenting:
Iron: Increase the Threshold bonus by 2.
Miscasts:
Increase all damage one suffers by 5 for 1 minute.

Thaumbacco
AP: *50*
Mana: *2.5 Base (12 Total)*
Ideals: Smoke, Smell, Plant (2.5/3.5/3.5)
Casting: *1 Minute, Reach (1 Target)*
Effect:
Choose up to an ounce of an organic substance. It becomes highly flammable, and its smoke takes on a distinct flavor/odor of one's choice when burnt with a Subtlety of 20. Smoking this substance for the full duration of the spell may alleviate any Hourly/Daily addictions, or otherwise reduce one's Stress by 10.
Augmenting:
Smell: Increase the Subtlety of the smoke by 20.
Plant: Increase the Stress Mitigated by 5.
Miscasts:
One suffers 2 Nausea for 10 minutes.

Lighten
AP: *50*
Mana: *3 Base (11 Total)*
Ideals: Weight, Air, Void (1/3/4)
Casting: *Concentration (No Limit), Casting Range (1 Target)*
Effect:
Reduce the apparent weight of the target by 2x. If this is an unwilling individual, they may make a Vitality Roll against one's Spell Potency to resist this effect. If a container, this effect applies to its contents. This effect alters the actual weight (in lbs), Weight of a creature, Heft of an item, and any corresponding penalty to Encumbrance.
Augmenting:
Void: Increase the reduction modifier by 1x.
Miscasts:
One fails any Strength-governed Rolls for 1 Hour.

Seem
AP: *150*
Mana: *3 Base (16 Total)*
Ideals: Bind, Mutable, Perceive (1.5/2.5/9)
Casting: *Concentration (10mins), Reach (1 Target)*
Effect:
One may alter the stimuli they present to other individuals for the duration of the spell. This includes physical appearance (visual and tactile), within a Height/Weight of 0.5-1.2x, voice, and odor. To mimic a specific visage, one must have intimate familiarity with the subject (per GM discretion, a Recollection Roll may be required). To a another individual, any interaction with oneself requires the Discern action against a PV of one's Spell Potency to determine its validity. Any alteration does not extend to one's environment.
Augmenting:
Perceive: Increase the PV to discern the validity of the visage by 10.
Miscasts:
One appears horribly ugly for 1 hour, tailored to each beholder.

Tuck
AP: *25*
Mana: *5 Base (15 Total)*
Ideals: Mutable, Tight, Void (2.5/3.5/4)
Casting: *Concentration (10mins), Reach (1 Target)*
Effect:
Choose an object one may enclose within their fist. It disappears for the duration of the spell, reappearing in one's hand upon the conclusion of the spell. One may recast this spell three times consecutively to count it against one's Subsumption limit for 1 day.
Augmenting:
Void: Double the Concentration limit or duration.
Miscasts:
One of one's fingers disappears for 1 day.

Advanced Spells:

Conflagration
AP: *120*
Mana: *9 Base (25 Total)*
Ideals: Fire, Power, Sulphur (3/4/9)
Casting: *Instant, 3x Casting Range (Open Space)*
Effect:
Flames erupt from a targeted point in a 5ft radius, dealing 20 Burning damage to everything within this radius. The flames persist for 3 Rounds on any exposed surface, dealing 5 Burning damage per Round, cumulative with the initial damage. Any naturally flammable objects continue to burn following the spell as normal.
Augmenting:
Fire: The flames persist for an additional Round.
Power: Increase the effect radius and targeting range by 3ft.
Sulphur: Increase the blast/burning damage by 5/2 respectively.
Miscasts:
One is set aflame for 5 Rounds (as described above).

Suneedle
AP: *150*
Mana: *18 Base (40 Total)*
Ideals: Focus, Tight, Distance, Sun (1.5/3.5/7/10)
Casting: *Instant, 10x Casting Range (Open Space)*
Effect:
A wire thin beam of light stretches between oneself and the targeted area. If attempting to hit a specific point, target, or creature, make a Ranged Hit Roll (no Dispersion). Any intervening creature or object suffers 60 Damage, counted as both Burning and Penetrating for the purposes of Armor and Injury. Decrease the damage by 10 per creature penetrated or 1 per inch of solid material.
Augmenting:
Tight: Halve any Damage reduction.
Distance: Increase the targeting range multiplier by 1x.
Sun: Increase the Damage by 10.
Miscasts:
One receives 3 levels of the Blind Status, reduced by 1 per hour.

Haste
AP: *80*
Mana: *4 Base (25 Total)*
Ideals: Speed, Clarity Power, Flesh (3/4/4/10)
Casting: *Concentration (3 Rounds), Casting Range (1 Target)*
Effect:
If a living creature, increase the target's Base Speed by 1.5x, AP limit by 20, and reduce their apparent Fatigue and Exhaustion by 50. When this effect ends, they receive 10 Fatigue and Exhaustion for every Round this effect lasted.
Augmenting:
Speed: Increase the movement bonus by 0.5x.
Clarity: Increase the Fatigue/Exhaustion mitigation by 15.
Power: Increase the AP limit bonus by 5.
Flesh: Increase the duration by 1 Round.
Miscasts:
Reduce the target's lifespan by 3 years.

Rubberize
AP: *60*
Mana: *2.5 Base (28 Total)*
Ideals: Mutable, Tension, Material (2.5/3/20)
Casting: *Concentration (10 Minutes), Casting Range (1 Target)*
Effect:
Select either up to 10lbs of nonliving material or a single area of a creature's body. The target becomes elastic like latex rubber. It may be stretched up to 3x its normal dimensions along any axis, is immune to Concussive Damage, dissipating up to 30 on impact, and is slightly flaccid when unsupported. Any other properties remain unchanged. The owner of an effected limb may still manipulate it, including stretching it per its new elasticity, though doing so against its normal range of motion may require a Dexterity/Acrobatics Roll.
Augmenting:
Material: One may target up twice as much weight or limbs.
Miscasts:
The skin of one's hands cracks like dry rubber (10 Burning damage).

Dastardoff
AP: *80*
Mana: *1.5 Base (29 Total)*
Ideals: Loose, Cloth, Body (3.5/7/17)
Casting: *Instant, 2x Casting Range (1 Target)*
Effect:
Choose up to 3 individual items from headgear, footwear, articles of clothing, cloaks, belts, jewelry, or armor worn by the target. No matter their position/attachment to the target, they simply loosen and fall off. This counts the items as being unequipped. Per the target's perspective, this feels as if any such item was gently removed.
Augmenting:
Loose: Select an additional item to be removed.
Body: Select an additional target.
Miscasts:
Every item one is wearing falls off as described above.

Enfelinate
AP: *75*
Mana: *10 Base (38 Total)*
Ideals: Fur, Mutable, Flesh, Joy (2.5/2.5/10/13)
Casting: *Concentration (1 Hour), Casting Range (1 Target)*
Effect:
Select a living creature; unwilling targets may make a Fortitude or Instinct Roll against one's Spell Potency to ignore the effect. Imbue the target with an aspect of a cat. Aspects include one from among enhanced Senses, Agility/Traits and falling resistances, or Stealth/Combat Skills and claws, with matching cosmetic features. If each of the above three aspects are granted, the target takes the form of a cat, granting them the body/mind of a house cat, retaining their motives/personality. If selecting oneself as the target, one may retain Concentration of this spell (and this spell alone) while mentally embodying a cat, even should one choose to take a nap.
Augmenting:
Mutable: Increase the duration by 30mins.
Flesh: Select an additional aspect from among the three listed.
Miscasts:
One feels a compulsive need to groom themselves for 3 Rounds.

Ephemerate
AP: *75*
Mana: *3 Base (30 Total)*
Ideals: Air, Void, Material (3/4/20)
Casting: *Concentration (No Limit), Reach (1 Target)*
Effect:
Choose either an individual or unsecured object up to 400lbs. The target disappears for the duration of the spell. When it returns, it does so in its original location, and is completely unaltered from when it vanished, including the perceived experience for living individuals. If one selects themselves as the target, one may concentrate upon it in exile so long as one may afford the Exhaustion, making an Exhaustion Roll each hour following any gains, with this change otherwise persisting through the effect.
Augmenting:
Material: Increase the weight limit by 200lbs.
Miscasts:
One's conscious experience vanishes for 1 hour.

Knit Flesh
Cast Time: *1 Minute*
Mana: *5.5 Base (30 Total)*
Ideals: Bind, Shape, Body (1.5/3/20)
Casting: *Instant, Reach (1 Target)*
Effect:
Choose a non-Burning Wound of Tier 1 or 2, or an Injury which would not require Advanced First Aid to treat. The chosen Affliction immediately recovers, though any other ongoing Status or effect indirectly caused by the Affliction remains unaltered.
Augmenting:
Body: One may select an additional Wound.
Miscasts:
The chosen Wound takes twice as long to recover.

Major Explosion
AP: *100*
Mana: *9 Base (25 Total)*
Ideals: Air, Power, Mercury (3/4/9)
Casting: *Instant, 3x Casting Range (Open Space)*
Effect:
Choose a point. All objects and individuals within 5/10/20ft of that point take 40/20/10 Bludgeoning damage, and are thrown a number of feet inverse to these distances. Any individuals caught within the blast must make a Vitality Roll against one's Spell Potency, receiving 3/2/1 levels of the Shocked Status for an equivalent number of Rounds upon a Failure, and all such individuals receive 3 levels of the Deaf Status for 1 hour. The resulting sound is Loud with a Subtlety of 5.
Augmenting:
Air: Increase the targeting range multiplier by 1x.
Power: Increase the range of each effect by 1.5x.
Mercury: Increase the Bludgeoning damage by 10 per range.
Miscasts:
One is blown 30ft into the air and loses all Balance.

Miniaturize
AP: *100*
Mana: *3.5 Base (38 Total)*
Ideals: Short, Change, Distance (0.5/7/7) > Body-Material (20)
Casting: *Concentration (10mins), Casting Range (1 Target)*
Effect:
Choose another individual if one selected the Body Ideal, or an unsecured object up to 200lbs if one selected the Material Ideal. In the case of the former Ideal, the individual is halved in size across each dimension, including Height, and their Weight reduced to one eighth its normal value. If positive, any Strength-governed Trait is likewise halved, otherwise it is reduced by 5. In the case of the latter Ideal, the object is effected as p[previously described, and one may recast this spell three times consecutively of choose to count this spell, and its effect, against one's Subsumption limit indefinitely.
Augmenting:
Distance: Reduce the size of the target by a further 0.5x (from 2x).
Body-Material: One may target another individual or 100lbs.
Miscasts:
The allotted Mana one may ignore (10) and Focus are halved.

Sleep
AP: *75*
Mana: *4 Base (30 Total)*
Ideals: Void, Moon, Feel (4/10/12)
Casting: *Instant, Casting Range (1 Target)*
Effect:
Choose a living individual. If capable of sleeping (e.x. elves are not), the target falls asleep for one hour. The target may be roused to wakefulness by another individual or a Loud auditory stimulus, but takes 1 Round to fully awaken. If an individual was suffering any Exhaustion when this effect is placed upon them, if not awoken they otherwise sleep as they normally would until no longer Exhausted.
Augmenting:
Moon: Double the duration of sleep and/or time to awaken.
Feel: One may select an additional target.
Miscasts:
One falls unconscious for 1 Round.

Whelm
AP: *100*
Mana: *2 Base (25 Total)*
Ideals: Void, Change, Thought (4/7/12)
Casting: *Instant, Casting Range (1 Target)*
Effect:
The target ceases to feel any emotion they are currently experiencing. This ends any psychological Status (except Sleep Deprived), as well as any non-mechanically governed emotion. This does not otherwise change the motivations, personality, or senses of the effected target, but may cause a temporary shift in behavior. This suppression lasts until the next time the target Rests.
Augmenting:
Thought: One may select an additional target.
Miscasts:
One randomly suffers a Status from among Rage, Terror, or Despair.

Complex Spells:

Model Marble
Cast Time: *1 Hour*
Mana: *20 Base (67 Total)*
Ideals:
Force, Blade, Fire, Bile, Touch, Clarity, Barrier, Material
(1.5/3/3/3/3.5/4/9/20)
Casting:
Requires Verbal and Focus Components, as well as a translucent substance worth at least 10 Flames as a Material Component.
Instant, Reach (1 Target)
Effect:
Target an object not exceeding 6in at its maximum length. It becomes encased in a sphere of translucent energy with a diameter 1in longer than the object. This energy has 50 Integrity, 25 Threshold, and 15 Reduction (all damage types). The sphere is chemically/electrically inert, and its contents cannot change temperature, decay, or deteriorate.
Augmenting:
Barrier: Increase the Integrity by 10, and Threshold/Reduction by 5.
Material: Increase the maximum size of the object by 1in.
Miscasts:
A 3in diameter sphere as described is formed within one's stomach.

Contingency
Cast Time: *3 Hours*
Mana: *20 Base (70 Total)*
Ideals:
Rune, Suspense, Knowledge, Soul
(9/9/12/20)
Casting:
Requires identical Components as the contingent spell, as well as a Focus suitable for inscribing a representation of the spell.
Instant, Reach (1 Target)
Effect:
Every hour during the casting of this spell, cast an additional spell to be the "contingent" spell (this causes no effect). This contingent spell may not exceed a total cost of 30 Mana (including Augments). Upon completion, count one tenth the previous value of the contingent spell against one's Subsumption limit, and define a contingency condition. This condition may be whatever wishes, however it must occur within 10x one's Casting Range. If this condition is met the contingent spell is automatically cast at no cost. Any targeting parameters may be predefined, otherwise if aware one may select targets as normal. If relevant, the effect is independently maintained for 1min before concentration from oneself is required.
Augmenting:
Rune: Double the afforded concentration upon triggering.
Suspense: Increase the maximum cost of the contingent spell by 5.
Soul: Reduce the Subsumption cost by 1 (to a minimum of 1).
Miscasts:
A contingency is established, but may randomly trigger each dawn and with a random non-Complex spell which one knows.

Control Weather
Cast Time: *1 Hour*
Mana: *33 Base (80 Total)*
Ideals:
Change, Sky, Sun, Moon, Star
(7/10/10/10/10)
Casting:
Requires a Verbal or Motive Component to be performed throughout casting, and a Material Component of one gallon of ultra pure water.
Instant, Reach (Open Space)
Effect:
Upon completion of casting this spell, its effects begin to take shape over 3 hours, altering the local weather based on the biome. One may render Clear, Mild, Severe, or Inclement weather to be one degree higher or lower, or induce/end a catastrophe during Inclement weather. This may include any individual aspect such as wind, cloud cover, or precipitation. Repeated instances increase the magnitude of the effect by 1 degree, adding an additional hour for the effect to take hold. Any alteration lasts for one hour minimum, and one day maximum, following the period of change. The area of this change encompasses a 10 mile radius from the point of casting, or one may have a 1 mile radius effect follow themselves.
Augmenting:
Change: Halve the period for the alteration to take effect.
Sky: Increase the area of effect by 1.5x.
Sun: Increase the duration by 1.5x.
Miscasts:
One suffers 5 levels of the Heatstroke Status if attempting to render the weather more clear, or Hypothermia if more inclement.

Distract
Cast Time: *10 Minutes*
Mana: *15.5 Base (60 Total)*
Ideals:
Sense, Void, Trust, Disgust, Perceive, Thought
(1.5/4/9/9/9/12)
Casting:
Requires a Vocal or Motive Component, and a substance worth 1 Flame which one finds utterly unremarkable and unappealing (e.x. stale bread, sawdust, damp paper, etc.) as a Material Component.
Instant, Reach (1 Target)
Effect:
Choose a target from among a living creature or an object/location (up to one's size if an object or 1,000ft^2 if a location) within one's Reach. The target becomes totally, completely uninteresting, unnoteworthy, and easy to disregard. Treat the Subtlety of the target and any action it performs as 50 higher, and as a minimum of 100 at all times. If this exceeds the senses of another individual, the target is regarded as simply not existing, and they will internally rationalize any behavior needed to avoid the target. Likewise, the target does not arouse suspicion to seek it out unless an individual is explicitly forewarned. If noticed, the target may only be regarded for as long as they are observed or actively sought after. If the target is a living creature, this effect last for an hour, otherwise it lasts for a day.
Augmenting:
Perceive: Increase the Subtlety based values by 10 each.
Thought: Increase the duration by 2x.
Miscasts:
One becomes completely unfocused for a day. Treat one's Focus as having an assignment of -10.

Supraspells:

Actualizers:

Conjure:
Choose an Ideal of Tier 2 or higher, paying a cost in Skill Points of one less than the selected Tier. If the Ideal has a possible physical form, conjure a quantity of that substance (as homogeneous as possible) to fill one's palm. The substance lasts for a number of minutes equal to 5 plus one's Focus, or until dismissed, returning to nothing.

Instill:
Choose an Ideal of Tier 2 or higher, paying a cost in Skill Points of one less than the selected Tier. Realize the quality of that Ideal within a target one is touching. This quality instills a physical or sensory aspect of the chosen Ideal over the area contacted, to a potency which cannot otherwise inflict physical Damage. The quality lasts for a number of minutes equal to 5 plus one's Focus, or until dismissed, leaving no trace.

Subsume:
Choose an Ideal, paying a cost in Skill Points equal its Tier and Exhaustion equal to its Mana value. Add the Ideal to one's Subsumption Limit.

Infuse:
Create an Infusion of either a non-Complex spell or Ideal within an object. The object must be worth a minimum of one Flame per Mana of the Infusion. For each Ideal, pay a cost in Skill Points equal to its Tier, contributing it to the Infusion after a number of minutes equal to 5x its Mana value. To finish a spell Infusion, all its Ideals must be contributed, then one must pay a cost in Skill Points equal to the base Mana value of the spell (this may be over any period). Count the Mana value of the spell/Ideal against one's Subsumption limit once the Infusion is complete. A spell Infusion may be cast by any individual via a single Cast action at no additional cost, using the object as a Focus, using any statistics of the creator. An Ideal Infusion may be used by any individual as if it were Subsumed, up to a number of times equal to its Tier before fading. Once an Infusion is completely spent, remove it from one's Subsumption limit.

Anchor:
Choose a source of Mana and an active spell which does not require concentration (both must be within one's Casting Range). For the cost of a number of Skill Points equal to the base Mana value of the spell, the spell now draws upon the Mana source once per hour, allowing the spell to independently persist until the source is depleted.

Enhancers:

Telecast:
Archetypes: *Visager, Shaper*
Increase the modifier for the targeting range of a spell using a multiple of one's Casting Range by 1x.

Endure:
Archetypes: *Visager, Shaper*
Increase the duration of a spell by 2x. If the spell requires Concentration with no limit, reduce any Exhaustion gain to 3.

Subtlety:
Archetypes: *Visager, Evoker*
Treat the Component requirement of the spell as 1 Tier lower, additive to similar Skills. If this would reduce the Tier to be less than a Simple spell, omit the Component requirement.

Quicken:
Archetypes: *Visager, Evoker*
Lower the total casting time of the spell, in AP, by 25. This cannot reduce the total AP requirement to less than 30.

Ritual:
Archetypes: *Shaper, Channeler*
Double the casting time of the spell and halve the apparent Mana cost, each after applying any other modifiers.

Suspend:
Archetypes: *Shaper, Channeler*
When the spell is cast, do not execute its effect. Instead, treat it as Concentration based with no limit (regardless if already true). At a later time, one may end this Concentration via a single Cast action, requiring no Component or Exhaustion Roll. Execute the effect of the spell as if it were just cast.

Vitalize:
Archetypes: *Evoker, Channeler*
When paying costs for the spell, one instead suffers Bleeding rather than Exhaustion, likewise requiring no Exhaustion Roll to determine success.

Empower:
Archetypes: *Evoker, Channeler*
Treat one's Spell Potency as being 10 higher when resolving the effects of the spell.

Miscellaneous Actions:

Informational:

Scan:
AP: *50, Tertiary Action*
Will: *10*
Choose a sense and make a Roll, adding one's Awareness. Any stimuli which have a Subtlety no greater than the result are revealed. Add 30 to the result if the chosen sense is Keen, or subtract 30 if Dull. This action cannot reveal stimuli which previously evaded one's notice unless its Subtlety decreases.

Search:
AP: *25, Repeatable*
Will: *5*
Identify a target one wishes to seek out. Make a Roll, adding one's Awareness, treating the result as 10x greater if Critical. Spend a number of seconds searching equal to the Subtlety of the target, reduced by the result of the Roll (potentially 0). For a Quiet or Totally Obscured target increase this duration by 10x, and for a Loud or Unobscured target reduce the duration by 5x (applied before the result of one's Roll). One may only search for 5 consecutive minutes, plus one's Focus. Beyond this, one gains 3 Exhaustion per minute, failing to find the target if gaining 15 Exhaustion. One may not Search for a target they have previously sought unless its Subtlety decreases.

Discern:
AP: *75 - Acumen*
Will: *15*
Select a stimulus within one's senses and some information one could potentially infer through that sense. One and the GM each select a Trait from among Acumen, Focus, Awareness, and Intuition. Make a Roll corresponding to one's choice, discerning the chosen information upon a success. Subtract 30 from the result if the governing Attribute of the selected Traits differ, or otherwise 15 if they do not match.

Recall:
AP: *50 - Acumen*
Will: *10*
Determine a piece of knowledge one could hypothetically know. Per the GM's discretion, a level of Expertise (Common (Inexpert), Novice, Expert, or Master) and corresponding subject should be determined. Likewise, a PV should be determined, either per GM discretion based on the obscurity of the desired knowledge, or randomly (via a secret Roll). If one's Expertise exceeds what is assigned to the subject, no Roll is required, otherwise make a Recollection Roll against the assigned PV. For subjects exceeding one's Expertise, Roll twice and take the worse result. One may not recall Master knowledge if Inexpert in that subject.

Items:

Manipulate Item:
AP: *25*
This action may be used to generically interact with an item, (uncorking a bottle, flipping a coin, folding a sheet of paper etc.), as well as serving as the base for specialized rules (such as pickpocketing). If used as the primary action for any of the secondary actions in this section, one may ignore the base AP cost of this action. May require a Roll (generally Dexterity) per the GM's discretion. One must have a free hand.

Retrieve:
AP: *60 - Dexterity, Secondary Action*
Retrieve an item from one's person. If within an area that is closed (ex. buckled, drawn shut, etc.), add 15 AP to the cost. If the area is not within easy reach (ex. a backpack or boot), add 30 AP to the cost. One must have a free hand.

Stow:
AP: *35 - Dexterity, Secondary Action*
Put an item away. If placing the item into a closed area (ex. buckled, drawn shut, etc.), add 15 AP to the cost. If the area is not within easy reach (ex. a backpack or boot), add 30 AP to the cost. If the area is closed, requires a free hand.

Pass:
AP: *40 - Dexterity, Secondary Action*
Transfer possession of an item one is holding to the hand(s) of another willing individual. The target must be within reach and have a free hand(s).

Throw:
AP: *50 - Dexterity*
Stamina: *10x Weight (lbs)*
A generalized form the Ranged Combat counterpart. Throw a held object, if not Aimed the object scatters.

Drop:
AP: *5, Secondary Action*
One may drop any or all items which they are holding.

Pick Up:
AP: *20 - Dexterity, Secondary Action*
Take hold of a loose item within one's reach. One must have a free hand, and if the item is at foot level, one must be crouched or prone.

Environmental:

Interact:
AP: *40*
This action may be used to generically interact with an environmental feature (pulling a lever, opening a window, using a door-knocker, etc.). This is distinct from the Manipulate Item action in that it is intended to be used with non-portable/equippable objects and large features. This action is not intended to significantly shift/move any object or feature. Per the GM's discretion, one may reduce the AP cost of this action by one's Dexterity.

Rummage:
AP: *100 - Dexterity*
Similar to the Search action, distinct in that this action is meant to quickly locate a known item or investigate a small area/container within the duration of a Round. If seeking a specific, known item with a location which is not immediately apparent, make an Awareness Roll against its Subtlety. Otherwise, if searching a small area (a drawer, someone's person, a bag, etc.), one may quickly catalog any items which do not have a Subtlety exceeding one's Visual Perception.

Push:
AP: *60 - Power*
Stamina: *Object Weight (lbs)*
A brief surge to push an unfixed environmental feature (furniture, a crate, a stone, etc.), based on the rules for Carry Weight. Add one's Weight and Power; without lifting, one may move, push, flip, or shove an object up to 30x this value (in lbs) up to one's Movement limit. One must be behind the object as it is moved, and must have less than 50 Exhaustion.

Drag:
AP: *70 - Power*
Stamina: *Object Weight (lbs)*
A brief surge to pull an unfixed environmental feature (furniture, a crate, a stone, etc.), based on the rules for Carry Weight. Add one's Weight and Power; without lifting, one may move, pull, or drag an object up to 45x this value (in lbs) up to one's Movement limit. One must be in front of the object as it is moved, and must have less than 50 Exhaustion.

Open/Close Door:
AP: *30 - Dexterity*
Separate from the Interact action due to its prevalence. Open or close a door within one's reach. Reduce the AP cost of this action by 10 if simply pushing the door open. One must have a free hand unless simply pushing the door.

Bodily:

Look:
AP: *5, Tertiary Action (Free Once per Round)*
One may turn their head up to 90 degrees to either side (not exceeding 90 degrees overall), shifting one's Field of View by a corresponding amount (one's bodily facing is unaffected).

Speak:
AP: *5, Tertiary Action*
One may speak for up to 4 seconds, reduced by 1 second for every 25 AP one has previously spent this Round. One may not use this action if one has previously performed an action requiring one's voice/mouth this Round.

Eat:
AP: *30, Repeatable*
Eat up to an amount of food which fits in one's mouth. If not a single bite, this action must be repeated to swallow. Requires a free hand and exposed mouth.

Drink:
AP: *20, Repeatable*
Drink up to an amount of liquid equal to 0.5 fluid ounces. This action costs an additional 10 AP if not repeated. Requires a free hand and exposed mouth.

Quaff:
AP: *20, Repeatable*
Drink an amount of liquid equal to 1 fluid ounce. Once complete, make a Roll; a percentage of the liquid equal to the 10's of the result is wasted (from spilling). Requires a free hand and an exposed mouth.

Grit:
AP: *10, Tertiary Action*
Will: *20*
One may only perform this action once per Round. Until the End of the Round, ignore up to 10 Pain (active or otherwise) or up to 10 Fatigue. For the cost of 2 Skill Points, raise this value to 20 or select each.

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World

Travel:

Journeying:

Out of Action, the pace of travel occurs at a different pace than defined by one's Movement limit, though one applies any multiplier to one's Movement limit to this pace. Travel accumulates Fatigue, mitigated each day by one's Endurance. Paces and conditions which alter their speed are listed below.

Standard Pace:
One travels at 2 miles and gains 3 Fatigue per hour. If over 60 Fatigue, one must travel slower than this pace.

Leisurely Pace:
One travels at 1 mile and gains 1 Fatigue per hour.

Marching Pace:
One travels at 4 miles and gains 5 Fatigue per hour. If over 30 Fatigue, one must travel slower than this pace.

Smooth & Level Terrain:
Neither such type of terrain imposes a penalty to travel.

Rough Terrain:
Increase any Fatigue per hour gained by 2.

Sloped Terrain:
Double any Fatigue gained (up or down). Increase one's maximum pace by 1.5x downhill, and reduce it to 0.5x uphill.

Precipitation & Wind (Weather):
Light precipitation or heavy wind decreases one's pace to 0.8x, and heavy precipitation to 0.6x (see Weather).

Encumbrance:
If Over-Encumbered, every additional quantity of weight (in lbs) equaling one's Endurance increases Fatigue gained by 3. Past 2x Over-Encumbrance, every excess amount as described above inflicts a penalty of 0.5x to one's pace.

Armor:
Increase Fatigue gained per hour by one's current Restriction.

Pursuit:

During an extended pursuit, every minute each party chooses Speed or Stamina, and then moves up to 30x their median Movement limit. For parties choosing Speed, one member makes a Grace Roll against their Fatigue, the party moving an additional distance (in feet) equal to the difference upon a success. Each party must then increases their collective Stamina Combo by 1; only parties choosing Stamina may reduce the amount of Fatigue they suffer (equal to their highest Endurance).

Mounts & Vehicles:

To control a mount (or vehicle), one must have the requisite Expertise. At minimum, one requires Novice Expertise to direct and regulate the speed of a mount. Higher levels provide no intrinsic effect, though individual mounts may require expertise to perform certain actions. When traveling by mount, one gains Fatigue at a fixed rate of 2 per hour, or 5 if not using a saddle. When mounted, one uses their mount's Movement Limit, also counting any distance traveled against one's own limit that Round. One may mount an adjacent mount or dismount via the Move action (requires one free hand). If one would lose Balance while mounted, one falls from their mount.

Difficult Terrain:

Water:
When wading in water past one's shins, reduce one's Movement Limit by 3, and one may only move laterally via the base Move action.

Brush:
To move through thick vegetation, make a Grace Roll against one's current Fatigue. Upon a failure, one may not move further that Round, otherwise reduce one's Movement Limit by the 10's of the result. If the result is Critical, a random area of exposed skin takes Slashing damage equal to the 1's.

Rubble:
When moving through debris or over sundered terrain, one may not use the Sprint action, and any successful Balance Roll forces one to become crouched.

Snow:
Atop snow, halve one's Balance. If failing a Balance Roll, one falls into the snow. Within snow, halve one's Movement Limit.

Ice:
Reduce one's Balance by 5 per foot moved across Ice, and double any other forced changes to one's Balance.

Mud:
Reduce one's Movement Limit by 4 within mud. If traveling over 10ft in mud, half this penalty persists outside the mud until one moves at least 20ft or cleans one's feet.

Quicksand:
Safe if Prone. Otherwise, one sinks 6in per Round, plus an inch per attempted foot of movement, to a maximum of 5x one's Height. One is Grappled with a Tightness of 3x the depth (in inches). One is left Prone upon escape.

Weather:

Weather may be randomly determined based on the climate of the local area. This ranges in severity from Clear to Inclement. The specific outcome may be altered to better suit the current season. Elevated weather effects last for a number of hours equal to 5 plus the 1's of the determining result, or until Rolled once more.

Precipitation causes Light Obstruction. Light rain and winds drown out sounds with a Subtlety over 70, heavy rain and winds sounds over 30. One may not Rest if exposed to Severe or Inclement weather. Whenever Inclement weather occurs, Roll an additional time. If the second result is Critical, a Disaster (see right) occurs.

Climates:

Temperate:
Clear: *1-60*
Neutral Days & Nights (Cool/Warm Seasons)
Mild: *61-80*
Light Winds, Cloud Coverage (Lower Light)
Severe: *81-95*
Heavy Winds, Light Precipitation (Seasonal)
Inclement: *95+*
Gales, Heavy Precipitation (Seasonal)

Arid:
Clear: *1-60*
Neutral Days, Cool Nights
Mild: *61-85*
Warm Days, Heavy Winds
Severe: *86-95*
Hot Days, 1.5x Fatigue Gain
Inclement: *95+*
Same as Severe, 2x Required Water Rations

Tundra:
Clear: *1-60*
Cool Days, Cold Nights
Mild: *61-85*
Light Precipitation (Snow), Light Winds
Severe: *86-95*
Heavy Precipitation (Snow & Ice), Heavy Winds
Inclement: *95+*
Same as Severe, 1.5x Exhaustion Gain

Humid:
Clear: *1-40*
Warm Days & Nights
Mild: *41-70*
Light Precipitation (Rain)
Severe: *71-90*
Heavy Precipitation (Rain)
Inclement: *91+*
Hot Days, Heavy Precipitation (Rain)

Temperature:

Extreme conditions may render certain penalties to the ill-equipped. If wearing Heavy clothing, treat the temperature as 1 level higher, or if wearing Light clothing and/or one is wet, 1 lower. If this would exceed the levels listed below, double any penalty per hour and maximum penalty. If wearing armor in Warm weather, increase all Fatigue gains by 1.5x, or 2x in Hot weather. Treat metal armor as Light clothing in Cool or Cold for determining Exhaustion gain.

Cool:
Gain 5 Exhaustion per hour, up to 50 from this effect. Beyond this value, one gains 1 level of the Hypothermia Status instead.

Cold:
Gain 10 Exhaustion per hour, up to 80 from this effect. Beyond this value, one gains 2 levels of the Hypothermia Status Instead. Exposed skin gains 1 level of the Frostbite Status per 2 hours spent exposed.

Warm:
Gain 5 Fatigue per hour, up to 50 from this effect. Beyond this value, one gains 1 level of the Heatstroke Status instead.

Hot:
Gain 10 Fatigue per hour, up to 80 from this effect. Beyond this value, one gains 2 levels of the Heatstroke Status instead.

Disasters:

Thunderstorm: *Temperate Climates*
Renders day as bright as night, and night totally dark. Lightning strikes approximately every 10mins. If struck (generally by swimming or proximity to a susceptible structure), make a Roll, one suffers Burning damage equal to the Result, the Dazed and Tremor Statuses equal to its 10's, and the Heart Attack Injury on a Critical result.

Sandstorm: *Arid Climates*
Everything beyond one's Reach is Completely Obstructed. Without protection, one suffers one level of Blinded and Congested per hour, and Lung Damage after 3 hours. These effects last until one completes an Extended Rest.

Blizzard: *Tundra Climates*
Snow accumulates rapidly, at 6in per hour. Exhaustion gain from Cold temperatures has no upper limit. Hail causes 3 cumulative Concussive damage each hour if exposed. Any visual/auditory stimulus greater than 15 are undetectable.

Typhoon: *Humid Climates*
Rains cause flooding (Water Difficult Terrain), waters to be Turbulent, and Heavy Obstruction visually beyond one's Reach. Strong winds halve one's Balance and Movement Limit. One must make a Balance Check each minute. One immediately flounders when submerged in Turbulent waters.

Hunting & Foraging:

Tracking:

In order to locate one's prey, humanoid or animal, one must use the Scan, Search, and Discern actions. To begin this process, one must locate signs of passage via the Scan action; this may consist of tracks, scat (mostly for animals, though prominent otherwise), and disturbances in foliage.

When determining what signs of passage are present, the GM should randomly determine what animals have passed through the area (consisting of a ~0.5 mile radius), with corresponding Subtleties, Rolling against the table below for each size of animal. Once established, one may attempt to notice any signs via the Scan action, with specific counts or types via the Search action. Divide the Subtlety of any sign(s) by half their remaining number (rounded up). In more barren areas halve the result for any Rolls made to determine what signs are present.

Small Animals:		**Medium Animals:**		**Large Animals:**	
Subtlety: 70		Subtlety: 50		Subtlety: 30	
e.x. Hares, Foxes		*e.x. Wolves, Deer*		*e.x. Bears, Boars*	
1-10:	0	***1-20:***	0	**1-30:**	0
11-20:	3	***21-40:***	1	**31-50:**	1
21-50:	5	***41-65:***	3	**51-70:**	2
51-94:	7	***66-90:***	5	**71-90:**	3
95-100:	10	***91-100:***	7	**91-100:**	4

Once a sign has been found, it may be followed via the Search action, and more information about it learned via the Discern action. Additional information may include the type of animal for ambiguous signs, or an exact type if based on tracks, the number of animals in a group, the relative size of the animal within its species, etc..

When Searching for the trail, the GM should secretly determine a number of minutes the total Search will take if successful (Rolling for variance if needed). Whenever one performs the Search action, if successful, reduce the required time for the overall Search by the 1's of the result, making no progress on a failure. To add challenge, the GM may record a separate failure tally, with the quarry escaping or becoming lost if met. During each Search attempt, one may also attempt the Discern and Scan actions. The former may reduce the overall needed time by half its 1's on a success (rounded up), adding 2mins to either the overall tally or failure tally regardless of success. The latter reduces the apparent Subtlety for a subsequent Search action by the result on a success, otherwise wasting a number of minutes equal to half its 1's on a failure.

One's quarry may be spotted anytime it is not completely obstructed and when its Subtlety is below one's Perception or Active Scanning attempts, or otherwise when one is Searching within 50ft, assuming general circumstances.

Foraging:

When making a foraging attempt, one determine a type of resource to search for from among the table below. To attempt to locate the resource, perform the Search action, treating it as obstructed. The specific Subtlety of a resource varies depending on the type. Upon a success, one finds some quantity/rarity of the resource. The quantity is determined by the table below, with an instance of an uncommon resource on a Critical result, and a rare resource if both the initial Search and following Roll are Critical. One may attempt to seek out a specific rarity of resource, with any quantity not exceeding the second listed value within the table for an uncommon resource or first (lowest) value for a rare resource upon a success.

Herbs: ***Subtlety:*** 65
e.x. Flowers, Fungi, Mosses/Lichens
1 Unit: 1-60 *2 Units:* 61-90 *3 Units:* 91-100

Rations: ***Subtlety:*** 50
e.x. Berries, Edible Roots, Water
1 Ration: 1-50 *3 Rations:* 51-80 *5 Rations:* 81-100

Debris: ***Subtlety:*** 20
e.x. Flints, Firewood, Fishing Bait
1 Item: 1-30 *2 Items:* 31-70 *3 Items:* 71-100

Once one has made an attempt to locate any resources in one's vicinity, one must travel for at least one hour (regardless of pace or ultimate direction) before one may attempt to forage for resources of the same type again.

Certain climates/environments may restrict the amount/availability of foraged resources. It may be assumed that while indoors or within certain highly cultivated areas no free resources may be found, otherwise modifiers per the climate types described by the Weather section are as follows.

Temperate:	***Subtlety:*** 1x	
Herbs: 1x	*Rations:* 1x	*Debris:* 1x
Arid:	***Subtlety:*** 0.5x	
Herbs: 0.25x	*Rations:* 0.5x	*Debris:* 1.5x
Tundra:	***Subtlety:*** 1.25x	
Herbs: 0.1x	*Rations: 0.25x*	*Debris:* 0.75x
Humid:	***Subtlety:*** 1.5x	
Herbs: 1.5x	*Rations:* 2x	*Debris:* 1x

Fishing:

With access to stocked waters, one may attempt to fish with the proper equipment. This occurs over two stages, attracting and reeling the fish. Different methods of fishing may differ slightly at each point, but each are similar.

To attract a fish when angling, one requires bait and/or a lure. Bait may be foraged (see left), consisting of insects, worms, or edible matter. Lures may be crafted via the Woodworking Skill or purchased. One attracts a fish every hour by default, halved for every level of quality of one's lure. The GM should then Roll, with the fish stealing one's bait on a 1-15, losing interest on a 16-40, or being hooked on a 41+. Without bait, fish instead lose interest on a value of 1-70. Net fishing is simpler, with one fish becoming entangled once per half hour in active areas.

Reeling a fish is the same if angling or net fishing, though in the latter case one draws up the net. This process takes place over multiple steps. Each step, one may make a Roll, noting the 10's of the result and deciding if they will Roll again. If the 1's of any such Roll is a 0 or 1, one must stop Rolling that step and ignores any previous results. The GM then Rolls on behalf of the fish an equal number of times, noting the 10's of each result. Both contestants then add the sum of all noted results to their own tally. If one's tally reaches 50, the fish is reeled in; if the fish's tally reaches 50 (by default, may vary depending on species), it escapes.

Each step one may choose Power or Might. If choosing Power, add one's Power to the final total each step, but upon a result of 91+ the line snaps, freeing the fish. If choosing Might, rather than ignoring a total upon a 0 or 1, one may instead retain up to one's Might for that step.

Camping:

Shelter:

When away from dedicated structures, one may seek shelter from one's environment or otherwise use equipment for a temporary solution. As outlined in the Weather section, extreme temperatures may have an adverse effect, which is only compounded by precipitation. Shelter serves as a means of avoiding penalties from such effects.

Natural shelter may include elements of terrain such as caves and steep overhangs, as well as very dense foliage. Without fire, such shelter only provides reprieve from precipitation and wind. With the requisite Skill, one may attempt to improvise such shelter from debris in one's environment, such as dry leaves, branches, etc.

One may likewise purchase equipment for constructing temporary shelter, including elements such as bedrolls, blankets, and tents. Such equipment describes any bonuses it provides, and requires no Roll to use. Setting up/breaking down camp with such equipment requires one hour.

The last significant element of a camp is fire. One requires both access to tinder and a source of fire when creating a flame, and fuel to sustain it. Tinder and firewood may each be sourced via Foraging for debris (see left). Sources of fire may include existing sources such as a lit torch, embers, or magic, or a spark produced by a match (no Roll) or flint and steel. Any attempt to create a flame consumes one use of tinder, regardless of success. One use of firewood provides one hour of fuel. If not sheltered, a campfire cannot withstand heavy winds or precipitation, and consumes twice as much fuel under light precipitation.

Cooking:

While traveling, one may either bring imperishable rations (such as those described in the Items section), or otherwise prepare one's own meals. Due to the variety of different foods, these rules are only meant as a generalization.

If eating dirty, raw food which would otherwise require cooking, make a Vitality Roll against a PV50, suffering 1 level of Nauseous on any result, 2 upon a failure, or 3 upon a Major failure. If consuming raw meat or untreated water, the GM should make a Roll to determine if it is contaminated. On a Critical result, one must Roll per the effects of the Bloody Flux Illness.

To prepare raw food, one requires fire (see above) and a Mess Kit or Cookware (see Items). One may prepare a meal of the corresponding size during the period of a Rest with a Dexterity Roll against a PV5. Treat this activity as having a Will cost of 1. Upon a failure, halve the Rations provided by the ill-made meal.

Downtime:

Extended Rest:

One may engage in an Extended Rest to better recover from Afflictions, as well as meet certain time-based requirements to recover other Skills and features.

In order for a period to qualify as Extended Rest, one must not gain either Fatigue or Exhaustion (spending Stamina and Will below this point does not count). Likewise, one may not lose any Condition or suffer Damage, Wounds, or Injuries. This period must last at least one day before any benefits begin to apply.

During an Extended Rest, one gains certain bonuses when attempting to recover from Afflictions. When regaining lost Condition, one may recover an additional Condition per day in Extended Rest. If suffering from any Pain or Stress not directly related to an active Status or Affliction, one may reduce it by 2 per day. Treat any time spent during an Extended Rest as 1.5x greater for the purposes of recovery.

Certain Skills, Ancestry features, or other mechanics may require one to complete an Extended Rest. In such a case, one must spend at least a week experiencing the benefits of an Extended Rest, unless a duration is otherwise noted.

Moneymaking:

One may attempt to leverage their talents, skills, or other opportunities in order to earn money during downtime.

Should one choose to work an odd job for a time, Roll to determine one's potential prospects. On a result of 1-20, one is unable to find work for the day. On a 21-50, any work one finds pays in food and lodgings. Otherwise, one finds work which pays a number of Flames equal to the 10's of the result, with added food and lodgings on an even result. For an extended period of time, reduce the upper bound for failing to find work and simply lodgings by 10 each, and upon a success one finds work for a number of days equal to 5 plus the 1's of the result. Such work may be assumed to last around half a day's length, and generally consist of menial labor, such as wood chopping, kitchen assistance, or field labor. If physical in nature, one suffers an amount of Fatigue equal to its length in hours the following day, or Exhaustion if mental in nature, mitigated either value by one's Endurance or Focus respectively.

If applying one's talents as an artist or musician, more chance may be involved. If performing as a musician, one may seek pay as outlined above in order to perform for a venue (such as a tavern). One may likewise attempt to earn tips, when performing make a Dexterity or Instinct Roll, against a PV equal to 50 minus 10x one's music expertise. Upon a success one earns a number of Flames equal to half the 10's of the Roll. Such an attempt requires a number of hours equal to 5 minus one's level of music expertise. For physical art, one may endeavor as they would while crafting (see right). If attempting to create the art for monetary gain, make an Instinct Roll (in place of Dexterity). For standard quality attempts, the final value is the average of the 10's of each Roll to craft. For high quality outcomes, add the highest 1's result to the final value. For the highest quality outcomes, triple any final value.

Goods created via crafting may generally be sold for a fair value assuming a demand, and likewise one may attempt to creatively leverage their other skills for profit and set one's own rates. Such attempts are generally more nuanced than the other methods outlined above and should be determined on an individual basis. For created goods, the costs listed in the Items section may serve as reference. For Skill-based services unrelated to the pursuits listed above, one may attempt to charge whatever rate they so choose.

Crafting:

One may pursue the creation of items, construction of structures, equipment maintenance, etc., during downtime. When selecting a project determine the required time and materials for its completion. There is no strictly defined requirement for any general project, as such any given values are per the discretion of the GM, though specific endeavors may outline such values.

When determining the overall required time for a project, divide the base duration by the level of one's expertise with that toolset, or multiplying by 3x with no expertise.

Regarding materials, if one is already in possession of all the necessary supplies no additional procurement is required. Otherwise, set an overall cost in Flames. Rare components may need to be specially sourced, potentially through adventure. Per GM discretion, Major failures may waste material (generally half that required of the step) during the crafting process, note this as an additional cost in Flames unless circumstance dictates otherwise. Once complete, a constructive project consumes all the necessary materials. A destructive project may be used to scavenge material, in which case a successful effort generates a corresponding quantity of raw material for use elsewhere.

To progress a project, make a Crafting Roll periodically. The duration of the project should be measured in days, hours, or minutes (whichever best suited). Each successful Crafting Roll contributes a corresponding amount of time (e.g. 1 hour for a 5 hour project) towards the project completion. Per GM discretion, each attempt may contribute more or less, though a project should consist of a minimum of 4 Rolls. This Roll should generally be a Dexterity Roll, though per GM discretion this may be altered to a more appropriate Trait.

By default, make a Crafting Roll against a PV80 if inexpert, PV50 with 1 level of expertise, PV30 with 2 levels, or PV15 with 3 levels. When making a Crafting Roll, choose Expedience or Quality for that Roll. When choosing Expedience for a Crafting Roll, contribute twice the usual time for the progress of the progress on a Major success. When choosing Quality, count any Major success twice.

Track how many Major success one achieves during the process, versus the total number of attempts. Extra results from Quality attempts may count in place of a non-Major result. If half all such results are a Major success, raise the quality level of the product by 1, add one Quality Modifier, or double its value. If all such results are a Major success, raise the quality level of the product by 2, add 2 Quality Modifiers, or quadruple its value.

Training & Study:

One may apply or earn experience during downtime. For Fighting/Practical Skills, this is done via Training and Practice; for Magical/Erudite Skills, via Study and Reflection. For General Skills, those relating to Strength, Agility, or Vigor use the former pursuits, and Intellect and Acuity the latter, undefined Skills are of one's choice.

Training and Study serve as a means of gaining xp during downtime, with Practice and Reflection a means of applying it.

Training or Study generates xp at a rate dependent on one's efforts. One day of effort is considered to be a third of the day in hours, and one may work a number of hours equal to one's Endurance for Training, or Focus for Study. Any excess time (in hours) beyond a day's effort is taken as a penalty in Fatigue/Exhaustion respectively the following day. A day's effort awards 1xp if one is working alone, or 1.5xp if working under a more experienced mentor. Likewise, if one has access to high quality equipment or materials (per the GM's discretion), award an additional 0.5xp per day. Any such gains are applied to one Skill at a time, and are cumulative. If interrupted, one retains half the earned xp.

If one is Fatigue/Exhausted while Training/Studying, one must succeed at a PV10 Roll beginning that day, otherwise one's efforts are wasted. This Roll is subject to any penalty imposed upon it by this Fatigue or Exhaustion.

Practice and Reflection are the counterparts of Training/Study (respectively). Following the same process as their counterparts, one may apply 3xp per day of effort, or 5xp if receiving tutorage. Neither are effected by equipment, and any effort is wasted if interrupted.

Herbalsim:

Herbs:

Ingredients for herbalism may be obtained via foraging, cultivation, or purchase. Quantities of such materials are described in “Units”.

Available herbs vary depending on region and are generally sold by apothecaries; common herbs may generally sell for 1 Flame per Unit, uncommon herbs for 5 Flames, and if available, rare herbs for 15 Flames. Imported or foreign herbs should sell for 2-5x their standard rate depending on how exotic they are.

Herbs which are not strictly wild may be cultivated during Downtime if one has a level of Gardening Expertise corresponding to the rarity of the herb.

To use an herb to create any concoction, one must be familiar with it. One is familiar with all common herbs without need for additional study. Beyond this, uncommon and rare herbs may be learned via the Herblore Skill. Individual herbs, their potential usage, description, and distribution are listed in the Items section.

Preparation:

Herbs do not last indefinitely unless properly rendered into storable material. Unless otherwise noted, herbs last for one month after collection before their effects diminish, after which they spoil and are no longer useful. Some herbs may describe specific preparations, otherwise any may be prepared as a powder, tincture, or deconcoction. Each requires an Acumen Roll, upon a success the material is prepared, on a failure no effect, and on a Major failure the materials are wasted.

Deconcoctions require a PV20 and 3 hours of labor, and last 3 months. This involves boiling the herb to extract its active components, often stored as a paste.

Powders require a PV40 and 1 hour of labor, and last a year. This involves drying the herbs (the time above assumes this has been done), then finely grinding them.

Tinctures require a PV60 and one day of labor, and last indefinitely. This involves letting them steep into a stable solvent, generally pure spirits.

Remedies:

Remedies are made by combining complimentary herbs to mitigate negative Statuses, requiring the requisite Skill. Some herbs confer additional or special effects when used in the creation of a remedy. The herbs listed under Items are meant to serve as an outline rather than comprehensive list, additional examples may be invented as needed.

For general Statuses, herbs will describe Statuses which they are capable of treating. This is done by mixing two or more different prepared materials (1 Unit each) which match the Status over the period of a Rest. When applied, such remedies reduce the level of their Status by 1 over the course of one hour, by 2 total after 2 additional hours, and 3 total after 3 additional hours. Additional complimentary herbs increase the total Status reduction by 1, with a corresponding duration for this additional effect.

Afflictions such as general Wounds and Injuries, Illnesses, and certain faculty loss such as Condition may be treated with more complex remedies. A base must be prepared as above (additional complimentary materials have no effect). Then, an additional Unit of material rendered from an uncommon herb must be contributed, specific to the Affliction. Rarer Statuses and Afflictions may be treated via remedies using rare herbs. This is done as above, though with a corresponding rare herb in place of an uncommon.

Poisons:

Poisons may be one of four varieties; ingested, contact, inhaled, or intravenous. Creation of a poison of any such vector requires the requisite Skill.

When poisoned, make a Vitality Roll against its listed PV. A Major failure causes Acute symptoms, a failure Moderate symptoms, and a success Mild symptoms, with exposure outside the intended vector mitigating the level by one degree. If a poison would not otherwise define exposure levels, treat the full effect as Acute, with Moderate exposure reducing the magnitude of any imparted Statuses 0.5x, and Mild exposure to 0.25x, rounded down in each instance.

When creating a poison, extract it like storing an herb. It may then be rendered deliverable via an additional Acumen Roll with a PV inverse to the method of its preparation (e.x. PV60 >>> PV40). A poison may be concentrated via a Roll identical to its creation. Unless noted, upon a success increase the magnitude of any effects by 1.5x, upon a failure reduce the possible level of exposure by one degree.

When handling a poison without protection, make a Dexterity Roll against a PV40, or suffer Mild exposure.

Arcane Pursuits:

Potion Brewing:

By combing the Infuse/Instill Supraspells and herbalism, one may create potions which store a spell effect without requiring Subsumption. In addition to the requisite Skill, potions require a solvent/substrate, two or more reagents, and lastly a catalyst as part of their creation.

Potions may either store the effect of a castable spell, or other effects unique to potion brewing (see Items section for examples). To brew a potion with a spell effect, one must know the spell, and it must be able to target oneself such that it produces a physiological effect or alteration.

A potion requires a solvent (for a liquid) or substrate (for a solid) to be stabilized. This must be 1 fluid ounce of an otherwise edible substance. This may be a remedy made with an uncommon or rare herb, or a material of fine quality which could otherwise serve as a spell Component.

The reagents for a potion must embody an Ideal related to its effect. For potions which induce the effect of a castable spell, this must be one of any required Ideal for its casting. Otherwise, a potion will list its required Ideals. Such a reagent may include an Infusion, philtre, or similarly Mana infused substance.

The catalyst is a burst of Mana applied to the nascent potion (the solvent with any reagents mixed in) to finish its preparation. If one is creating an effect belonging to a castable spell, one may cast it upon the mixture to realize the potion. Otherwise, one may use the Instill Supraspell upon the mixture once for each required Ideal.

Once catalyzed, any Mana is taken from the reagents into the solvent, leaving behind the original material which may be removed separately. Potions apply their effects immediately when consumed, and require no concentration even if their original effect would. Potions describe their effect and duration per fluid ounce.

Mixing potions may produce undesirable or unexpected results. Consult the miscibility table below if one would experience two or more potion effects at once, halving the result for each effect beyond the second instance.

Potion Miscibility:

1-10:	Treat as ingesting Hemlock (see Items)
11-25:	One falls unconscious for one hour.
26-50:	One effect applies as normal along with 3 Nausea.
51-75:	Neither potion applies an effect.
76-90:	Both potions apply as normal.
91-99:	Both potions apply, ignore all Pain for 1 hour.
100:	One potion effect becomes permanent.

Philtre Creation:

To create a philtre, one requires the requisite knowledge (see Skills). This process begins with the Infuse Supraspell imparting a single Ideal, as well as a material of sufficient worth (at least 1 Flame per 10 Mana of the Ideal). Such a material must match the requirements of a material Component. One may free such an Infusion from one's Subsumption limit by one of two methods.

For the first method, once completing an Infusion with a material as described above, one may designate it as a material philtre. The philtre is freed from one's Subsumption limit with no additional effort required. When used, the Infusion and material are each consumed as a material Component would be (e.g. is disintegrated entirely).

Otherwise, for the second method, one may use a material worth half the Mana of the Ideal, rather than the usual value. For an otherwise identical base substance, a fine level of quality may suffice. The Infusion may be repeated twice more upon the substance to remove it from one's Subsumption limit. One may only create a number of such philtres equal to one's Intellect. The material of such a philtre is not consumed upon use, allowing for it to be later reused in the creation of a new philtre.

Finding Familiars:

Familiars are arcane assistants either conjured or bound to a spellcaster. Familiars may be bound beasts, summoned elementals, and contracted interplanar entities, with each obtained via a different method. Individual familiars have an associated Ideal of Tier 2 or higher; unless otherwise defined this is per GM discretion.

Bound beasts are living animals which a spellcaster has established a link to. One may attempt to bind a friendly animal which is already loyal to oneself. One may establish a telepathic link with such an animal while within 3x one's Casting Range by using the Subsume Supraspell upon its Ideal. This bond lasts 1 day at base, plus one's Intuition.

Summoned elementals are Ideals given form via Mana. Such an elemental may be manifested with an appropriate sigil via the Infuse Supraspell, corresponding to it's Ideal. Once manifested, an elemental requires an upkeep of one copy of its Ideal per hour or it disassociates.

Contracted entities are sentient extraplanar beings brought into reality whose service is dependent on a metaphysical contract. Summoning a specific extraplanar being requires its true name or an equivalent. A contract with such a being will count their Ideal against one's Subsumption limit, though the entity otherwise provides its own Mana.

Items:

Integrity:

The durability of items/objects is represented by a value called Integrity. This may be any value, though if not otherwise listed assume a value of 10. When an item reaches 0 Integrity it breaks, generally in such a way it repairable but otherwise unusable.

Integrity is generally depleted by the item receiving damage, though an item may list other circumstances/uses which deplete Integrity. Different materials withstand damage at different rates depending on damage type. When an item of any material described below receives damage equal to or exceeding the listed value, it loses 1 Integrity per multiple of that value, doubled if the damage was Critical. If listed as "-/-", this indicates immunity to that damage type under general circumstances. For items not of a material described below, the GM should determine the closest analogue per their discretion.

Cloth:
Slashing: ***3*** *Piercing:* ***10*** *Concussive:* ***-/-*** *Burning:* ***5***
Glass:
Slashing: ***7*** *Piercing:* ***5*** *Concussive:* ***3*** *Burning:* ***-/-***
Wood:
Slashing: ***10*** *Piercing:* ***20*** *Concussive:* ***15*** *Burning:* ***10***
Stone:
Slashing: ***30*** *Piercing:* ***25*** *Concussive:* ***17*** *Burning:* ***-/-***
Soft Metals (Copper, Lead, Tin, etc.):
Slashing: ***25*** *Piercing:* ***23*** *Concussive:* ***20*** *Burning:* ***-/-***
Hard Metals (Iron, Steel, etc.):
Slashing: ***35*** *Piercing:* ***30*** *Concussive:* ***25*** *Burning:* ***-/-***

Certain types of items may alter in function as Integrity lowers. One such example is Armor (see section). Two other special cases are shields and weapons. When a weapon reaches half Integrity, double the AP cost of any attack made with it, and at 0 Integrity it is still usable, but halve any damage it deals. Shields do not change in function until reaching 0 Integrity, at which point they break completely. In either case, weapons and shields only lose Integrity by Blocking or if specifically targeted.

Quality Modifiers:

Some items may come in varying levels of quality, describing a quality level. For most items, this is "Standard", "Fine", or "Ornate". Unless otherwise noted, this is per GM discretion, and meant to indicate relative price and/or decoration.

Likewise, items may possess Quality Modifiers, potentially as an upgrade. Many such modifiers are inverse to each other, in such cases their effects will be listed in their respective order, separated by a "/". Modifiers may apply to any item unless otherwise noted.

Durable/Brittle:
Double/halve the item Integrity.

Light/Hefty:
Modify the item weight to 0.5x/1.5x and the Heft of a weapon to 0.75x/1.25x.

Sharp/Dull: *Bladed Weapons*
Increase/decrease this weapon's final damage by 3.

Long/Short: *Melee Weapons*
Increase/decrease this weapon's Reach by 6in/3in.

Balanced: *Melee Weapons*
Decrease the AP cost of this weapon's attacks by 5.

Fortified: *Melee Weapons, Shields*
Increase the Block of this shield/weapon by 5.

Accurate: *Ranged Weapons*
Reduce the Dispersion of the weapon to 0.5x.

Quick: *All Weapons*
Increase the Intercept or Handling of the weapon by 5.

High-Capacity:
Increase the storage capacity or uses of the item, or ammo capacity of a ranged weapon by 1.5x (rounded down).

Stealthy/Garish: *Clothing, Armor*
Raise/lower the base level of Camouflage of the item by 1.

Potent: *Herbs, Psychotropics, Potions*
Increase the duration/quickness of action of this substance or any concoction made from it by 3x.

Gilded:
Increase the cost of the item by 5x.

Prime:
Increase the magnitude of any other quality modifiers by 2x.

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Adventuring Supplies:

General

Torch
Burns for 1 hour, produces Torchlight. May be improvised via crafting. A higher level of quality has 3x cost/duration. Any improvised attacks deal damage as Burning.
1lb (per 5), 1 Flame (per Torch)

Lantern
Uses oil as fuel, produces Torchlight. Burns oil 5x slower than if exposed. Resistant to weather, may be covered.
0.5lbs, 3 Flames

Oil
A catch all for similar substances. One gallon burns for 3 hours total and produces similar heat/light as a wood fire.
7.5lbs, 2 Flames (per Gallon)

Pole
A simple wooden shaft of any length, assume an 1in diameter.
0.5lbs, 0.5 Flames (per 1ft)

Rope
Braided rope, comes in two material types. First load/cost value is for twine (thinner), second for line (thicker).
Cotton: *50/200lbs, 2/5 Flames per 25ft*
Hemp: *150/600lbs, 4/7 Flames per 25ft*
1lb per 25ft, 3 Integrity (Treat as Cloth)

Chain
A durable chain of iron links, may be low gauge (thinner links) or high gauge (thicker links). Load capacity is 1000/2000lbs (low/high gauge respectively, same below).
6/10lbs, 5/10 Flames (per 10ft), 10 Integrity (Treat as Iron)

Metal Spike
A tapered, 6in iron or steel stake, easily driven by mallet.
4lbs, 5 Flames, 5 Integrity (per 10 Spikes)

Caltrops
Tetrahedral spikes. Covers a 5x5ft area when scattered, requiring a PV40 Grace Roll to avoid, dealing Piercing damage equal to the victim's Weight upon a failure.
3lbs, 7 Flames (per 100)

Flint & Steel
A piece of flint and carbon steel, may produce a flame with a Dexterity Roll against PV50. May be used indefinitely.
No Encumbrance, 0.5 Flames

Matches
May be used to produce a flame with no Roll, consumed on use. Burns one minute with the intensity of a candle.
No Encumbrance, 1 Flame (per Two-Dozen)

Whetstone
May be used to restore up to 2 missing Integrity to a blade over the period of a Rest.
0.5lbs, 3 Flames

Camping & Travel Equipment

Map
A diagram of local landmarks, settlements, roads, and bodies of water. Obtained from more populated settlements, vary greatly in accuracy, scope, and styles, may require a Roll to interpret. Professional maps from cartographers are as accurate as is possible, and generally fetch higher prices.
3/10 Flames (Amateur/Professional Respectively)

Bedroll
A combination of water-resistant canvas and softer padding, may be treated as Good quality bedding on even ground.
5lbs, 7 Flames

Blanket
A fabric blanket to provide insulation, treat one's level of warmth (see Weather) as one higher following the period of a Rest to acclimatize. Comes in wool, cotton, linen, etc.
3lbs, 3 Flames (per 20ft^3)

Tent Kit
Consists of the tarp, lines, poles, and stakes necessary to construct a shelter, contained in one package. May shelter a number of individuals according to size from up to Severe/Cool Weather. May be upgraded to resist Inclement/Cold for 3x weight and 5x cost.
5x Occupants in lbs, 5 Flames base, plus 3x Occupants

Waterskin
A watertight tanned leather/hide container. Holds up to 8 pints (1 gallon) of liquid when full.
1.5lbs (Empty) or 10lbs (Full), 4 Flames

Mess Kit & Cookware
Contains implements necessary for cooking. Mess kit contains light dishes, utensils, and a small pot, cookware contains larger cast pots and pans. May be separated for purchase/carry. Mess kit allows meal preparation for 1 individual, cookware for 5.
1/10lbs, 2/7 Flames (Mess Kit/Cookware Respectively)

Satchel
A bag with a strap for wearing, buckles or ties shut. May carry 1ft^3/100lbs of objects not exceeding 1ft along any dimension. Reduce the apparent Encumbrance of stowed items to 0.75x.
2.5lbs (Empty), 8 Flames

Duffelbag
A bag with a handle for carrying, closed by drawstring or buckle. May carry 2ft^3/150lbs of objects, not closing if any exceed 2.5ft along any dimension.
2lbs (Empty), 3 Flames

Backpack
Comes as light or heavy, with the latter being generally larger and including a frame. Carry 2ft^3/2.5ft^3 and 100/150lbs respectively. Overlarge objects may be secured to exterior. Reduce apparent Encumbrance of contents to 0.7/0.6.
5/8lbs (Empty), 10/15 Flames

Tools:

Improvised Weapons

Knife
Improvised Attacks:
Swipe, Stab, 3in Reach, 1 Heft
0.5lbs, 3 Flames

Hammer
Improvised Attacks:
Club, 6in Reach, 10 Heft
1lb, 3 Flames

Sledge
Improvised Attacks:
Smash, Crush, 2ft Reach, 30 Heft
10lbs, 7 Flames

Crowbar
Improvised Attacks:
Club, Bash, 2.5ft Reach, 10 Heft
2.5lbs, 5 Flames

Shovel
Improvised Attacks:
Club, Chop, Thrust, 2.5ft Reach, 12 Heft
3lbs, 5 Flames

Hatchet
Improvised Attacks:
Chop, 1ft Reach, 6 Heft
1.5 lbs, 6 Flames

Splitting Maul
Improvised Attacks:
Hack, 2ft Reach, 25 Heft
8lbs, 12 Flames

Pickaxe
Improvised Attacks:
Hack (Dealt as Piercing), 2ft Reach, 25 Heft
8lbs, 6 Flames

Scythe
Improvised Attacks:
Sweep, 4ft Reach, 15 Heft
4lbs, 15 Flames

Bill
Improvised Attacks:
Sweep, Chop, 4ft Reach, 20 Heft
6lbs, 10 Flames

Trident
Improvised Attacks:
Thrust, Bash, 2.5ft Reach, 15 Heft
4lbs, 12 Flames

Combat Utility

Whip
Used to goad animals or produce sound. May be used by improvising the Flick attack, (7 Heft, 3ft Reach), directly inflicting Pain rather than damage, lasting for one hour. This produces a Loud sound with a Subtlety of 30.
1lbs, 7 Flames

Net
Useful for catching fish and small game. If used against larger targets, treat the net as having a Grappling Hold of 70 Tightness if fully covered, or 30 if partially covered.
3lbs, 5 Flames

Bolas
A line weighted on either end. May be readied as a Drawn weapon, and released as a Thrown weapon, with 7 Dispersion, 10 Handling, 4 Heft, 10 Draw Weight, and Range (Close and Maximum) of 50ft. Upon a hit, the struck limb is subject to a Hold of 90 Tightness, quartering Balance if entangling legs.
1lbs, 3 Flames

Nonhazardous Gear

Fishing Rod
A roughly 6ft, flexible pole, equipped with a rudimentary reel for angling. One may attempt to catch fish per the rules for Fishing, requiring bait for each attempt.
3lbs, 8 Flames

Sextant
A complex instrument, consisting of a pair of pivoting mirrors, eyepiece, and angle indicator. Used to obtain the relative angle of two objects, aiding in navigation with a corresponding chart. With a known distance, one may measure object heights with a PV40 Acumen Roll.
2lbs, 20 Flames

Whistle
A small item to generate sound, generally bone or metal. Produces a Loud sound with a Subtlety of 15 when blown.
No Encumbrance, 4 Flames

Mortar & Pestle
Used for grinding, required to prepare powders from herbs.
No Encumbrance, 2 Flames

Scissors/Shears
Paired blades for cutting cloth and other soft material.
No Encumbrance, 3 Flames

Measuring Device
A ruler, square, level, calipers, tailor's tape, etc., accurate.
No Encumbrance, 4 Flames

File/Rasp
Used for fine removal of materials such as wood or mild metal.
No Encumbrance, 4 Flames

Arcane Implements:

Foci

Wands & Staves
Composed of some semiprecious material or fine wood. Generally shaped to a specific geometry or adorned with runes depending on intended application. Very common focus.
10 Flames (Wand), 15 Flames (Staff)

Symbol
A finely constructed symbol of religious, arcane, or occult provenance, incorporating valuable materials and intricate detailing to allow a conduit for highly specific mana.
12 Flames

Crystal Orb
A clear orb of highly pure quartz, perfect for pondering.
20 Flames (~0.5-1.5 Inch Diameter)

Athame
A smaller knife, generally constructed from a silver blade and onyx handle. Used in rituals and to sever threads of mana.
35 Flames

Materials & Reagents

Incense
Fragrant compounds which emit a scented smoke when burned. Used by mages to either provide a sensation to meditate upon, or to manipulate its smoke. Sticks burn for one hour, rarer varieties may earn higher prices.
7 Flames (3 Sticks)

Silver
Often used as currency, very pure silver is highly reflective, often used in the construction of arcane tools. Noted as being unusually interactive with mana, seemingly possessing an incorporeal dimension that interacts with magic.
5 Flames (per Ounce, 24 Karat)

Crystal (Lead Glass)
A very clear glass, used in fine glassware. Valued by mages for its extreme clarity, often used for divination.
10 Flames (per Pound, Unshaped)

Fine Chalk
Smooth chalk for writing on solid surfaces, generally a pure white. Commonly used to quickly inscribe arcane symbols.
3 Flames (per Pound)

Hydragyrum (Mercury)
A liquid silver metal, fumes are toxic. Mana sensitive an malleable, often animated into simple arcane constructs.
5 Flames (per Fluid Ounce)

Fine Sand
Highly homogeneous, fine sand, may be dyed, though often white or black. Used by mages to construct temporary symbols or as a substrate to visualize arcane effects.
6 Flames (per Pound)

Potions:

Gutgush
All foreign substances, contagion, toxin, or otherwise, one contracted in the past hour are expelled via emesis, ending or preventing any corresponding Nausea or Illness Statuses.
Bile, Speed, Loose, 5 Flames, Instant (per Fluid Ounce)

Troglotropic
One produces a thick, smelly (30 Subtlety), greasy sweat. Treat as Lardrush spell. During a Call to Combat, the odor causes 2 levels of the Nausea Status to those who can smell it.
Air, Smell, Disgust, 7 Flames, 1 Minute for Odor (per Fluid Ounce)

Snakesprout
If consumed while standing, increase one's Height by 1.5x. If consumed while prone, increase one's Base Reach by 2x.
Long, Tension, Touch, 9 Flames, 10 Minutes (per Fluid Ounce)

Minkman
One sprouts a thick, glossy fur coat. One is rendered immune to cold weather, waterproof, a gain 10 Burning (Cold) resistance). When the effect ends, all fur violently falls out.
Heat, Fur, Ice, 12 Flames, 1 Hour (per Fluid Ounce)

Elvelixir
Rest gives the benefits of sleep. Treat all one's Senses as Keen.
Clarity, Distance, Perceive, 18 Flames, 1 Hour (per Fluid Ounce)

Gelagib
One's flesh, though not bone, softens like gelatin. Ignore any Concussive damage which would not otherwise damage one's bones, and Slashing/Piercing damage seals itself to no effect (save for Dismemberment and Brain Damage). Burning damage is otherwise unaffected.
Soft, Mutable, Flesh, 25 Flames, 10 Minutes (per Fluid Ounce)

Lovelager
Emotion felt during this effect is magnified, with any Roll to resist a Psychological Status automatically failing. During this time, the first person one interacts with seems more pleasant than they otherwise would, and one experiences 30 Stress if not with them. One gains 1 level of the Inspired Status for every hour spent in their company.
Joy, Trust, Perceive, 30 Flames, 6 Hours (per Fluid Ounce)

Rightwright
Recover 1 Condition per hour, halt all Bleeding, and all one's Afflictions are considered treated and sterilized. Over the course of the duration, Tier 1 Wounds rapidly recover, Broken Bones set to Fractured, and Concussions dissipate.
Blood, Flesh, Body, 40 Flames, 1 Day (per Fluid Ounce)

Megamitosis
Choose a limb or organ (other than Head/Brain), the chosen limb falls off, or the organ is coughed up, causing no Bleeding/Pain. The appendage may be independently controlled for the duration, during which time a new, pristine instance regrows to replace the ejected body part.
Animus, Flesh, Soul, 65 Flames, 1 Hour (per Fluid Ounce)

Lesser Luxuries:

Books (General Printings)
A bound tome, may be purchased blank to serve as a journal. May contain common printings, either entertainment (such as novels or poetry), or informational (such as almanacs or textbooks). Rarer printings vary in availability and price.
6 Flames

Jewelry
Simple rings, earrings, or necklaces made from plain silver or worked items of copper or bone. Semi-precious stones (such as garnet, jet, or turquoise) raise value. Pieces made from more valuable metals/stones should be considered individually.
10 Flames (Plain), 30 Flames (with Stone)

Mirror
A highly reflective surface, contains silver. Suitable for general purposes of a mirror, as well as use for the arcane.
15 Flames

Razor
An extremely sharp blade, suited for shaving and extremely fine cutting. Requires Blacksmithing expertise to sharpen.
7 Flames

Pocket Watch
May accurately tell time to the second. Assumes only a movement and simple steel case, increase cost by 1.5x for each extra mechanical feature (such as a stopwatch or date). For more embellished cases, use discretion.
100 Flames

Fountain Pen
A writing implement, containing an ink reservoir within the handle, to feed a gold nib. May write for extended periods and does not suffer wear as a quill would.
12 Flames

Ink
3 Flames (per Fluid Ounce)

Paper (Fine, Writing)
2/5 Flames (per Square Foot, Pulp/Vellum Respectively)

Soap
7.5 Flames (per Pound)

Perfume
12 Flames (per Fluid Ounce)

Tea Leaves
4 Flames (per Ounce)

Sugar
5 Flames (per Pound)

Exotic Spices
7 Flames (per Ounce)

Misc. Utilities & Materials:

Bottle
A watertight, glass bottle, unstained. May come in a variety of sizes, from a 1 ounce vial to gallon jug.
0 Integrity, No Encumbrance, 2 Flames

Sack
A simple burlap/canvas bag, easily stored when empty.
2 Integrity, No Encumbrance, 1 Flame

Bucket
A simple pail for transporting liquids, may be metal or wood.
3 Integrity, 2lbs, 3 Flames

Barrel
A watertight container for storing larger volumes of fluids and other trade goods. Values below assume a 30 gallon barrel.
10 Integrity, 70lbs, 15 Flames

Chest
A sturdy container suitable for storing and protecting personal effects, may be equipped with a lock. Values below assume a box of roughly $3ft^3$ interior of finished wood.
15 Integrity, 25lbs, 12 Flames (Without Lock)

Simple Lock
A simple mechanism of a bolt attached to a rotating barrel, interfaces with a plain key, no pins, meant to obstruct access by hand or tool. Designed to be inset to a door or container.
5 Flames (Base, Multiplied by Level of Difficulty)

Complex Lock
A complex barrel mechanism containing pins (1-5), tooled to a specific key. May include trick pins for 1.5x the cost each.
7 Flames (Base, Multiplied by Twice Level of Difficulty)

Iron & Steel
1.5/2.5 Flames (per Pound, Respectively)

Copper, Brass, & Bronze
4/3/3.5 Flames (per Pound, Respectively)

Tin & Pewter
3/5 Flames (per Pound, Respectively)

Lead
0.5 Flames (per Pound)

Leather (Bovine)
1.5 Flames (per Square Foot)

Lumber
1 Flame (Base, per Foot, 0.8x Pine, 1x Oak, 2x Cedar)

Spinewood (Bamboo)
1 Flame (per 10 Feet, Approximately 1 Inch Diameter)

Wax
2.5 Flames (per Pound)

Salt
5 Flames (per Pound)

Clothing:

Textiles & Embellishments

Cotton
A standard textile type, no cost modifier.
1 Flame (per Yard)

Linen
A more durable textile, double Integrity of products.
3 Flames (per Yard)

Wool & Fur
A very warm textile, treat products as Heavy Clothing.
5 Flames (per Yard)

Silk
A luxury textile, treat products as Light Clothing.
10 Flames (per Yard)

Adornments
Cosmetic features, such as patterns, embroidery, and dyes.
2x Cost per Garment

Tailoring
Alterations made to general clothing for a better fit.
5x Cost per Garment

General

Tunic
A simple garment, loose-fit, short-sleeved, thigh-length.
No Encumbrance, 3 Flames

Simple Dress
A combination bodice/skirt, plainly made for everyday wear.
No Encumbrance, 4 Flames

Overcoat
An elongated top-layer, suited more for appearance rather than protection from weather.
No Encumbrance, 7 Flames

Trousers
A two-legged garment, covering legs from knees or to ankles.
No Encumbrance, 3 Flames

Belt
May secure equipment and weapons.
No Encumbrance, 3 Flames

Gloves
Must be tailored, most commonly wool/leather.
No Encumbrance, 4 Flames

Hat (Simple)
A simple hat, such as hood, head wrapping, or farmer's hat.
No Encumbrance, 2 Flames

Hat (Fine)
A more ornate hat, generally individually tailored, designed to the specifications of the current local fashion.
No Encumbrance, 7 Flames

Footwear

Sandals
Open topped, secured by straps.
0.5 lbs, 2 Flames

Shoes
Simple, leather shoes, enclosed.
1lb, 3 Flames

Boots (Standard)
Basic boots, leather construction, reach past ankles.
1.5lbs, 4 Flames

Marching Boots
Hobnailed boots designed for long travel. One may ignore penalties to travel from Rough Terrain and Precipitation.
2lbs, 5 Flames

Riding Boots
Designed for use with stirrups, gain 20 additional Balance while riding a saddled mount.
2lbs, 5 Flames

Weather Gear

Cloak
Generally woolen, a common garment. Provides protection from Wind during travel and acts as Heavy clothing for the purposes of resisting temperature at night. Dyed cloaks may aid in visual stealth (see Stealth section).
2lbs, 4 Flames

Rain Canvas
A waterproof top-layer, tailored as a coat or poncho.
2lbs, 4 Flames

Heavy Coat
An insulating layer, treat as heavy clothing for Weather.
5lbs, 7 Flames

Winter Boots
Sufficiently insulated boots to resist cold, prevents moisture exposure and Frostbite from winter conditions.
4lbs, 5 Flames

Snowshoes
A wooden lattice within an enlarged frame, may be attached over one's footwear. While worn, one may ignore Balance penalties from Snow, and reduce one's movement limit by 2.
1lb, 3 Flames

Crampons
Metallic cleats which may strap over one's soles. While worn, one may ignore Balance penalties from Ice or other slippery surfaces, and reduce one's movement limit by 1.
1lb, 3 Flames

Rations:

Beverages

Water (Potable)
Clean drinking water.
8.5lbs, 0.2 Flames (per Gallon)

Beer
8.5lbs, 1 Flame (per Gallon)

Wine
8.5lbs, 3 Flames (per Gallon)

Mead
8.5lbs, 5 Flames (per Gallon)

Cider
8.5lbs, 2 Flames (per Gallon)

Liquors
8lbs, 13 Flames (per Gallon)

Travel Rations

Cheese
Any type of hard, dry cheese.
2 Flames, 3 Rations (per Pound)

Rice
Requires equal Rations water to cook.
2 Flames, 5 Rations (per Pound)

Beans
A generic stand in for any variety of bean.
3 Flames, 5 Rations (per Pound)

Hardtack
Inedible if not softened prior to eating.
3 Flames, 6 Rations (per Pound)

Pemmican
An imperishable mixture of meat, berries, and lard.
5 Flames, 10 Rations (per Pound)

Saltpork
A lean, salt-cured pork, similar to a jerky.
4 Flames, 6 Rations (per Pound)

Livestock:

Working Animals

Draft Horse
A workhorse bred for pulling heavy loads, may drag up to 8,000lbs over short distances, or carry 300 without effort.
500 Flames

Pack Mule
A pack animal, not suited for riding. May carry 400lbs on even terrain without effort, or 200 if rough/sloped.
50 Flames

Domestic

Guard Dog
Very loyal, protective dogs, unlike many other animals they are willing to enter combat (against other humanoids or animals) with their master.
10 Flames

Shepard
Intelligent, social dogs, shepherds make for excellent travel companions, lookouts, and are easily trained.
7 Flames

Cat
Kept to hunt vermin, as pets, or for their magical qualities.
3 Flames

Agricultural

Vexen
A quadrupedal, avian-like creature, omnivorous and aggressive, act similar to minute raptors, incapable of flight, make for poor pets. Eat grains (grazed or provided), insects, and unfortunate vermin. Kept for eggs and meat.
3 Flames (Hatchling or Raised)

Pigs
Kept primarily for meat, also used to dispose of food waste. Raised in both farms and urbanized areas, very common.
12 Flames (Raised)

Sheep & Goats
Related species, raised for wool, meat, and occasionally milk. Require pastures for grazing, typically docile.
15 Flames (Raised)

Cattle
Kept for dairy, leather, and beef, highly valued livestock. Require pastures for grazing, bulls are hostile if provoked.
70 Flames (Raised)

Gargants
A hulking, massive animal, though ill-tempered often raised to protect farms. Herbivorous, most closely related to cattle, though tusked and loxodine features. Leather is highly valued, though somewhat uncommon due to difficulties in keeping.
3,500 Flames

Melee Weapons:

Blades

Dagger
Type: *Blade (Short), Double-Edged, One-Handed, Throwable*
6in Reach, 3 Heft, 3 Block
Attacks: Swipe, Score, Stab, Thrust, Pommel Strike
1lb, 5 Integrity, 5 Flames

Machete
Type: *Blade (Short), Single-Edged, One-Handed*
1.5ft Reach, 6 Heft, 5 Block
Attacks: Swipe, Sweep, Chop, Hack
2lbs, 7 Integrity, 5 Flames

Sabre
Type: *Blade, Single-Edged, One-Handed, Handguard*
2.5ft Reach, 6 Heft, 8 Block
Attacks: Swipe, Score, Slice, Sweep, Chop, Stab, Pommel Strike
2lbs, 7 Integrity, 15 Flames (+3 for Scabbard)

Arming Sword
Type: *Blade, Double-Edged, Ambihanded, Crossguard*
2.5ft Reach, 8 Heft, 9 Block
Attacks: Swipe, Score, Slice, Sweep, Slash, Thrust, Pommel Strike
2.5lbs, 10 Integrity, 20 Flames (+3 for Scabbard)

Longsword
Type: *Blade, Double-Edged, Ambihanded, Crossguard*
3ft Reach, 10 Heft, 10 Block
Attacks: Swipe, Score, Slice, Sweep, Slash, Cleave, Thrust, Pierce, Pommel Strike, Half-Blade
3.5lbs, 10 Integrity, 25 Flames (+5 for Scabbard)

Greatsword
Type: *Blade (Long), Double-Edged, Two-Handed, Crossguard*
3.5ft Reach, 12 Heft, 10 Block
Attacks: Slice, Sweep, Slash, Cleave, Hack, Thrust, Whirl, Gore
4lbs, 10 Integrity, 40 Flames

Direblade
Type: *Blade (Long), Double-Edged, Two-Handed, Crossguard*
4ft Reach, 20 Heft, 10 Block
Attacks: Sweep, Cleave, Hew, Whirl, Gore
4.5lb, 10 Integrity, 45 Flames

Rapier
Type: *Blade (Long), One-Handed, Handguard*
3.5ft Reach, 7 Heft, 5 Block
Attacks: Stab, Thrust, Pierce, Score, Flick
2lbs, 7 Integrity, 25 Flames

Estoc
Type: *Blunt (Edges), Pointed, Ambihanded, Crossguard*
3ft Reach, 10 Heft, 15 Block
Attacks: Thrust, Pierce
3.5lbs, 20 Integrity, 15 Flames

Tomahawk
Type: *Axe, Single-Edged, One-Handed, Hafted, Throwable*
1.5ft Reach, 8 Heft, 3 Block
Attacks: Chop, Hack, Stab (Reverse Grip)
2lbs, 15 Integrity, 15 Flames

Bludgeons

Club
Type: *Blunt, Ambihanded*
2.5ft Reach, 8 Heft, 5 Block
Attacks: Club, Smash, Bat
2.5lbs, 10 Integrity, 3 Flames

Mace
Type: *Blunt, One-Handed, Hafted*
1.5ft Reach, 13 Heft, 5 Block
Attacks: Club, Smash, Crack
3lbs, 15 Integrity, 5 Flames

Morningstar
Type: *Blunt, One-Handed, Hafted*
1.5ft Reach, 12 Heft, 5 Block
Attacks: Club, Smash (Dealt as Piercing)
3lbs, 10 Integrity, 6 Flames

Warhammer
Type: *Blunt, Ambihanded, Hafted*
2.5ft Reach, 15 Heft, 10 Block
Attacks: Club, Smash, Crush, Stab (Reverse Grip)
4lbs, 15 Integrity, 15 Flames

Warclub
Type: *Blunt, Two-Handed*
3ft Reach, 18 Heft, 15 Block
Attacks: Smash, Bash, Crush, Bat
5lbs, 13 Integrity, 10 Flames

Quarterstaff
Type: *Blunt, Ambihanded, Hafted*
4ft Reach, 10 Heft, 5 Block
Attacks: Swipe, Sweep, Club, Bash, Poke, Whirl (Dealt as Concussive/Bludgeoning)
3lbs, 7 Integrity, 2 Flames

Polearms

Battleaxe
Type: *Axe, Single-Edged, Polearm, Two-Handed*
3ft Reach, 15 Heft, 7 Block
Attacks: Chop, Hack, Hew, Bash, Fell, Hook
4lbs, 10 Integrity, 20 Flames

Spear
Type: *Spear, Polearm, Two-Handed, Throwable*
4ft Reach, 15 Heft, 5 Block
Attacks: Stab, Thrust, Pierce
5lbs, 7 Integrity, 3 Flames

Pike
Type: *Spear, Polearm, Two-Handed*
8ft Reach, 25 Heft, 3 Block
Attacks: Thrust, Pierce, Skewer
8lbs, 10 Integrity, 5 Flames

Glaive
Type: *Blade, Single-Edged, Polearm, Two-Handed*
5ft Reach, 18 Heft, 10 Block
Attacks: Swipe, Chop, Sweep, Cleave, Thrust, Bash, Hook
6lbs, 10 Integrity, 20 Flames

Halberd
Type: *Axe, Single-Edged Spear, Polearm, Two-Handed*
5ft Reach, 20 Heft, 10 Block
Attacks: Chop, Hack, Hew, Thrust, Bash, Hook, Crack
7lbs, 10 Integrity, 25 Flames

Improvised

Pistol Butt
Type: *Blunt, One-Handed*
0 Reach, Heft: 3x Weight of Pistol, 0 Block
Attacks: Club
5 Integrity

Rifle Stock
Type: *Blunt, Two-Handed*
Reach: Length of Stock, Heft: 3x Rifle Weight, 10 Block
Attacks: Smash, Bash, Crush
5 Integrity

Bayonet
Type: *Blunt (Edges), Two-Handed, Mounted*
Reach: +1ft, Heft: 3x Rifle Weight, 0 Block
Attacks: Thrust, Pierce
1lb, 5 Integrity, 5 Flames

Rock
Type: *Blunt, One-Handed, Throwable*
0ft Reach, 7 Heft, 0 Block
Attacks: Club, Smash
1-5lbs

Stone
Type: *Blunt, Two-Handed*
0ft Reach, 20 Heft, 3 Block
Attacks: Smash, Bash, Crush
5+ lbs

Bottle
Type: *Blunt, One-Handed*
6in Reach, 5 Heft, 0 Block
Attacks: Smash Stab, Thrust (if Broken)
1-2lbs, 0 Integrity

Chair
Type: *Blunt, Two-Handed*
2.5ft Reach, 30 Heft, 25 Block
Attacks: Smash, Bash, Crush
15lbs, 5 Integrity

Ranged Weapons:

Thrown

Dart
Type: *Thrown, Piercing*
Close Range: *1/10 Max,* ***Maximum:*** *50ft + Athletics*
6 Dispersion, 15 Handling, 1 Heft
Momentum:
Heft + Power (up to 5) + Half 10's Hit
0.25lbs, 3 Integrity, 0.1 Flames

Javelin
Type: *Thrown, Piercing*
Close Range: *1/10th Max,* ***Maximum:*** *150ft + 10x Athletics*
4 Dispersion, 12 Handling, 6 Heft
Momentum:
Heft + Power (up to 10) + 10's Hit
2lbs, 5 Integrity, 1 Flame

Spear
Type: *Thrown, Piercing*
Close Range: *1/10th Max,* ***Maximum:*** *100ft + 10x Athletics*
4 Dispersion, 10 Handling, 15 Heft
Momentum:
Heft + Power + 10's Hit
5lbs, 7 Integrity, 3 Flames

Dagger
Type: *Thrown, Piercing*
Close Range: *1/10th Max,* ***Maximum:*** *30ft + Dexterity*
5 Dispersion, 15 Handling, 3 Heft
Momentum:
Heft + Power (up to 10) + Half 10's Hit
1lb, 5 Integrity, 5 Flames

Tomahawk
Type: *Thrown, Piercing*
Close Range: *1/10th Max,* ***Maximum:*** *30ft + Dexterity*
6 Dispersion, 12 Handling, 8 Heft
Momentum:
Heft + Power (up to 10) + Half 10's Hit
2lbs, 15 Integrity, 15 Flames

Pebble
Type: *Thrown, Concussive*
Close Range: *1/10th Max,* ***Maximum:*** *40ft + Power*
10 Dispersion, 20 Handling, 0 Heft
Momentum:
Power (up to 5) + 10's Hit
0.1lbs

Rock
Type: *Thrown, Concussive*
Close: *1/10th Max,* ***Maximum:*** *20ft + Power*
10 Dispersion, 10 Handling, 7 Heft
Momentum:
Heft + Power (up to 10) + 10's Hit
1-5lbs

Drawn

Shortbow
Type: *Bow, Arrows (Ammo)*
Close: *15ft,* ***Maximum:*** *5x Draw Weight (ft)*
6 Dispersion, 15 Handling, 15 Reload
Draw Weight: 15-30 (lbs, per Design)
Momentum:
20 Base, Multiplied by Current Draw (Rounded Up)
2.5ft Tall, 18in Draw Length, 1lb, 7 Integrity, 5 Flames

Recurve Bow
Type: *Bow, Arrows (Ammo)*
Close: *50ft,* ***Maximum:*** *15x Draw Weight (ft)*
4 Dispersion, 12 Handling, 15 Reload
Draw Weight: 30-50 (lbs, per Design)
Momentum:
30 Base, Multiplied by Current Draw (Rounded Up)
3ft Tall, 24in Draw Length, 2lbs 7 Integrity, 25 Flames

Flatbow
Type: *Bow, Arrows (Ammo)*
Close: *50ft,* ***Maximum:*** *10x Draw Weight (ft)*
4 Dispersion, 12 Handling, 15 Reload
Draw Weight: 50-80 (lbs, per Design)
Momentum:
30 Base, Multiplied by Current Draw (Rounded Up
4ft Tall, 24in Draw Length, 1.5lbs, 10 Integrity, 15 Flames

Longbow
Type: *Bow, Arrows (Ammo)*
Close: *50ft,* ***Maximum:*** *10x Draw Weight (ft)*
4 Dispersion, 7 Handling, 20 Reload
Draw Weight: 80-100 (lbs, per Design)
Momentum:
35 Base, Multiplied by Current Draw (Rounded Up)
5ft Tall, 30in Draw Length, 2lbs, 10 Integrity, 20 Flames

Greatbow
Type: *Bow, Arrows (Ammo)*
Close: *100ft,* ***Maximum:*** *6x Draw Weight (lbs, per Design)*
4 Dispersion, 5 Handling, 20 Reload
Draw Weight: 150-200 (lbs, per Design)
Momentum:
45 Base, Multiplied by Current Draw (Rounded Up)
7ft Tall, 36in Draw Length, 4lbs, 10 Integrity, 30 Flames

Sling
Type: *Sling, Shot (Ammo), One-Handed*
Close: *50ft,* ***Maximum:*** *350 + 10x Power*
5 Dispersion, 7 Handling, 25 Reload
Draw Weight: 30
Momentum: 25
0.5lbs, 5 Integrity, 1 Flame

Triggered

Crossbow (Goat's Foot)
Type: *Crossbow, Bolts (Ammo), Standing Reload*
Close: *25ft,* ***Maximum:*** *250ft*
3 Dispersion, 10 Handling, 20 Reload
Rearm: 100AP (Lever)
Momentum: 40
7.5lbs, 10 Integrity, 20 Flames

Crossbow (Crank)
Type: *Crossbow, Bolts (Ammo), Crouched Reload*
Close: *30ft,* ***Maximum:*** *300ft*
3 Dispersion, 8 Handling, 20 Reload
Rearm: 10sec (250 AP)
Momentum: 50
10lbs, 10 Integrity, 20 Flames

Arbalest
Type: *Crossbow, Bolts (Ammo), Crouched Reload*
Close: *50ft,* ***Maximum:*** *400ft*
4 Dispersion, 0 Handling, 25 Reload
Rearm: 30sec (750AP)
Momentum: 75
15lbs, 10 Integrity, 50 Flames

Flintlock
Type: *Firearm, Shot & Powder (Ammo)*
Close: *30ft,* ***Maximum:*** *300ft*
5 Dispersion, 10 Handling, 15sec Reload (375AP)
Rearm: 15
Momentum: 40
4lbs, 15 Integrity, 20 Flames

Revolver
Type: *Firearm, Cartridge (Ammo)*
Close: *40ft,* ***Maximum:*** *400ft*
4 Dispersion, 12 Handling, 75 Reload (per Round)
Rearm: 20
Momentum: 45
2.5lbs, 10 Integrity, 40 Flames

Musket
Type: *Firearm, Shot & Powder(Ammo), Standing Reload*
Close: *40ft,* ***Maximum:*** *600ft*
4 Dispersion, 6 Handling, 30sec Reload (750AP)
Rearm: 15
Momentum: 55
10lbs, 15 Integrity, 30 Flames

Lever-Action
Type: *Firearm, Cartridge (Ammo)*
Close: *50ft,* ***Maximum:*** *700ft*
3 Dispersion, 7 Handling, 50 Reload (per Round)
Rearm: 20
Momentum: 60
10lbs, 10 Integrity, 75 Flames

Ammunition:

Arrows

Capped
2 Falloff
1lb, 3 Flames per 1

Bodkin
Falloff: 1
Momentum Modifier: +3
1lb, 5 Flames per 12

Broadhead
1 Falloff, +5 Momentum
Wounds inflicted include Arterial Bleed equaling half damage.
1lb, 8 Flames per 12

Blunted
3 Falloff, -8 Momentum
Damage is dealt as Concussive.
1lb, 2 Flames per 12

Barbed
2 Falloff, -3 Momentum
Wounds inflicted take 3x longer to treat.
1lb, 4 Flames per 12

Improvised
4 Falloff, -5 Momentum
Double the dispersion of any shot fired.
1lb, 1 Flame per 12

Bolts

Quarrel
4 Falloff
1lb, 3 Flames per 24

Hard-Tipped
4 Falloff, +5 Momentum
Treat the Momentum of the bolt as 1.5x greater for the purposes of overcoming Armor Threshold.
1lb, 6 Flames per 24

Winged:
5 Falloff
Any damage applied against one's body is considered Critical
1lb, 6 Flames per 24

Shot

Lead-Ball:
2 Falloff, +5 Momentum
1.5lb, 1 Flame per 10

Smooth-Stone
3 Falloff
0.75lb, 0.5 Flames per 10

Gunpowder (Single Charge):
0.5oz, 1 Flame per 2

Armor:

Armor Sets

Gambeson:
Vest: *8lbs, 10 Flames*
Coverage: Torso
0 Base Movement Penalty, 0 Restriction
Jacket: *12lbs, 12 Flames*
Coverage: Torso, Shoulders, Armpits
0 Base Movement Penalty, 2 Restriction
Coat: *15lbs, 15 Flames*
Coverage: Torso, Upper Arms, Waist, Neck (Joints Included)
0 Base Movement Penalty, 3 Restriction

Chain Maile:
Shirt: *13lbs, 15 Flames*
Coverage: Torso, Shoulders, Armpits
0 Base Movement Penalty, Restriction: 1
Hauberk: *20lbs, 25 Flames*
Coverage: Torso, Upper Arms, Waist, Neck (Joints Included)
1 Base Movement Penalty, 3 Restriction

Brigandine:
Vest: *20lbs, 20 Flames*
Coverage: Torso
Base Movement Penalty: 0, Restriction: 2
Jacket: *25lbs, 30 Flames*
Coverage: Torso, Shoulders, Armpits
Base Movement Penalty: 1, Restriction: 4
Coat: *30lbs, 35 Flames*
Coverage: Torso, Upper Arms, Waist, Neck (Joints Included)
Base Movement Penalty: 2, Restriction: 6

Plate Sets:
Half-Plate Set: *25lbs, 45 Flames*
Coverage: Torso, Shoulders, Waist
Base Movement Penalty: 1, Restriction: 6
Three-Quarter Plate Set: *35lbs, 70 Flames*
Coverage: Torso, Shoulders, Arms, Waist, (Joints Excluded)
Base Movement Penalty: 2 Restriction: 8
Full Plate Set: *45lbs, 100 Flames*
Coverage: Below Neck (Excluding Joints)
Base Movement Penalty: 3, 10 Restriction

Helmets

Sallet
Coverage: Head (Excluding Face)
1 Restriction
3lbs, 8 Flames

Armet
Coverage: Head, Neck (Back), Face (if Visor Down)
Restriction: 1, No Peripheral Vision (if Visor Down)
6lbs, 15 Flames

Greathelm
Coverage: Head, Neck, Face, Shoulders (From Above)
Restriction: 2, No Peripheral Vision, Cannot use Look Action
8lbs, 20 Flames

Plate Components

Cuirass: Torso
15lbs, 25 Flames

Faulds: Waist, Groin
4lbs, 10 Flames

Gauntlet: Hands
4lbs, 15 Flames

Bracing: Upper Arms (Excluding Joints, Shoulders)
6lbs, 10 Flames

Pauldron: Shoulders (Excluding Armpits)
6lbs, 10 Flames

Cuisse: Upper Legs
3lbs, 10 Flames

Greaves: Lower Legs (Excluding Feet)
5lbs, 10 Flames

Sabatons: Feet
2lbs, 10 Flames

Armor Accessories

Coif
Coverage (Maile): Head, Neck (Face Exposed)
3lbs, 5 Flames

Bevor
Coverage (Plate): Mouth, Neck (Front)
1lb, 5 Flames

Gorget
Coverage (Plate): Neck
1lb, 5 Flames

Shields

Buckler
10 Block, 5 Heft
1.5lbs, 5 Flames

Targe
20 Block, 12 Heft
4lbs, 7 Flames

Kite
30 Block, 18 Heft
6lbs, 10 Flames

Tower
40 Block, 35 Heft
12lbs, 15 Flames

Mounts:

Riding Horse
The most common, temperate variety of equine stock, relatively easy to obtain with sufficient funds. Used across the world as a reliable form of long distance transportation.
Movement: *45 Base Limit*
Walk: *4 miles, 2 Fatigue per Hour*
Trot: *8 miles, 4 Fatigue per Hour (<30 Fatigue)*
Canter: *Run Equivalent (2x Modifier), Expert (<30 Fatigue)*
Gallop: *Sprint Equivalent (4x Modifier), Expert (<20 Fatigue)*
120 Flames, Require 20 Rations/Day (May Graze)

Warhorse
Imposing, stocky mounts, generally bred for mass (though not necessarily strength) to aid in charges. Their most prominent feature is their temperament; warhorses are not spooked by battle. Generally not fast nor enduring, other mounts may better suited extended travel. Rare among mounts, most be sourced from particular stock and training.
Movement: *35 Base Limit*
Walk: *3 miles, 2 Fatigue per Hour*
Trot: 7 *miles, 5 Fatigue per Hour (<30 Fatigue)*
Canter: *Run Equivalent (2x Modifier), Expert (<30 Fatigue)*
Gallop: *Sprint Equivalent (4x Modifier), Master (<20 Fatigue)*
450 Flames, Require 25 Rations/Day (May Graze)

Racing Horse
Bred for speed and little else, such stock are most commonly kept for recreation and racing, though they likewise are kept by couriers for their practical use. Uncommon to source, may be obtained either bred for purpose or as exceptional stock.
Movement: *70 Base Limit*
Walk: *6 miles, 3 Fatigue per Hour*
Trot: *10 miles, 5 Fatigue per Hour (<25 Fatigue)*
Canter: *Run Equivalent (2x Modifier), Expert (<25Fatigue)*
Gallop: *Sprint Equivalent (4x Modifier), Master (<20 Fatigue)*
350 Flames, Require 25 Rations/Day (Require Feed)

Stilthound
A predatory canine, so named for their extremely long legs that place their shoulders at 5ft on average. Possessing aggressive instincts, their height, speed, and ability to bear an individual make them prized war mounts, often fighting loyally alongside their riders. An uncommon mount, difficult to source.
Movement: *40 Base Limit*
Walk: *3 miles, 3 Fatigue per Hour*
Trot: *6 miles, 4 Fatigue per Hour*
Lope: *Run Equivalent (3x Modifier), Expert (<40 Fatigue)*
Bound: *Sprint Equivalent (5x Modifier), Master (<25 Fatigue)*
400 Flames, Require 30 Rations/Day (At Least 15 Meat)

Vehicles:

Handcart
A small, two wheeled cart, designed to be drawn by a single individual. 3ft wide, 4ft long, the cart may carry any load an individual would be capable of dragging/rolling.
90lbs (Empty), 15 Flames

Wagon
A larger, four wheeled vehicle, designed to be drawn by one or more draft animals and carry a high volume of cargo or individuals. 6ft wide, 10ft long, the cart may support loads up to 7,000lbs (3.5 tons).
600lbs (Empty), 75 Flames

Carriage
A light, four wheeled vehicle, designed to convey passengers in comfort. May be open, or covered to provide protection from the elements. Values below assume minimal furnishings.
500lbs (Empty), 60 Flames

Sled
A small, lightweight vehicle designed to run over snow. May be designed to either drag/push cargo by hand, or convey a passenger/cargo by draft animals. May support up to 400lbs.
60lbs (Empty), 20 Flames

Kayak
A single occupant, paddle driven watercraft, composed of a hollow shell. May transport loads up to 400lbs. Pace comparable to overland travel.
40lbs (Empty), 15 Flames

Rowboat
An open, four occupant watercraft, driven by a pair of paddles. May transport loads up to 1,000lbs. Pace comparable to overland travel with two rowers, otherwise halved.
200lbs, 45 Flames

Sloop
A small, single-masted sailboat, capable of transporting up eight individuals or 5,000lbs (2.5 tons). Roughly 30ft in length with a 10ft beam on average. Require a 2-3 person crew of Novice expertise. Travels at 10-15mph under optimal winds, may travel river and calm bodies of water.
5 Tons (Displacement), 1,200 Flames

Schooner
A medium-sized, double-masted sailboat, capable of transporting up to 12 individuals or 10,000lbs (5 tons). Roughly 45ft in length with a 15ft beam on average. Require a 3-6 person crew with at least one member of Expert expertise, else may be Novice. Travels at 12-20mph under optimal winds, confined to large bodies of water.
12 Tons (Displacement), 4,500 Flames

Misc. Accessories:

Trinkets

Pipe
Used for smoking tobacco and other herbaceous material. Range greatly from utilitarian items to miniature artworks.
2-10 Flames (Plain to Ornate)

Dice
Generally a six-faced cube or ankle bone, though may come in other regular polyhedron or adjoined pyramids. Prices assume balanced, fair dice for gaming, made of wood, bone, or stone.
0.1/0.5/2 Flames (d6/Reg. Polyhedron/Exotic, Respectively)

Cards
A catchall for printed cards, types ranging from playing, cartomancy, or trading. Prices below are for whole decks of cards. Consider separate costs for individual pieces, such as unique trading cards, factoring in rarity and quality.
1/3/8 Flames (Simple/Fine/Ornate Decks)

Game Set
A board and pieces for a dedicated game, such as Mage's Tower (modified-Chess), or Bloom (Go).
3/8 Flames (Portable/Fine, Respectively)

Figurine
An item depicting a humanoid/animal form. May come as a statuette, model, doll, or other variety of toy. Items of more detailed quality or valuable material may cost more than listed.
1/3/5 Flames (Simple/Fine/Ornate, Respectively)

Bespoke Case
A case for either general use or holding a specific item.
1/3/7 Flames (Simple/Fine/Ornate, Respectively)

Instruments

Lute
A simple stringed instrument, necked with an acoustic body.
2lbs, 25 Flames

Fiddle
A stringed instrument, played with a bow.
1.5lbs, 40 Flames

Horn
A blown instrument, brass or bone, very limited notes.
0.5lbs, 3 Flames

Flute
A tubular woodwind instrument, capable of a range of notes.
No Encumbrance, 10 Flames

Ocarina
A simple woodwind vessel, more limited range of notes.
No Encumbrance, 5 Flames

Drum
A simple percussion instrument, wood and hide.
2lbs, 7 Flames

Medical Implements:

First Aid Supplies

Bandages
A simple fabric dressing to absorb bleeding and cover rents.
2 Flames (per 3 Uses)

Compress Dressing
A different name for a compress bandage. Designed to apply even pressure over a rent to help gently restrict bloodloss.
1 Flame (per Use)

Gauze
A highly absorbent dressing for bleeding and burns.
1 Flame (per Use)

Disinfectant Spirits
Very strong alcohol spirits. May come in other acrid (though nonhazardous) chemicals, though these are uncommon.
2 Flames (per 5 Uses)

Fresh Blood
A recent advance in medicine, blood for transfusions must be very fresh, rare outside hospitals unless donated *in situ*.
5 Flames (per Use)

Sling
A flexible device to support and immobilize an injured limb.
3 Flames (Tool)

Splint
A rigid device to support and immobile a broken bone.
3 Flames (Tool)

Surgical Tools

Suture Tools
Needle and thread for suturing (e.g. sewing) open wounds closed. Thread may be purchased independently.
3/2 Flames (Needle/1 Use of Thread, Respectively)

Hollow Needle
A tubular needle for intravenous injection of substances.
15 Flames

Cautery Tools
Metal implements to be heated and applied to wounds for cauterization, for bleeding or temporary sterilization.
8 Flames

Forceps
A diverse range of tools; paired levers for grasping, can be used to remove foreign objects, hold wounds open/closed, or restrict individual blood vessels.
7 Flames

Tourniquet
A device of last resort to restrict excess blood flow quickly.
4 Flames

Medicinal Herbs:

Common

Mint
Distribution: *Worldwide, Damp Soil, Cultivated*
Sharp-edged leaves. Known for its cooling and fresh taste.
Usage: *Nausea, Weak, Tremors*

Ginger
Distribution: *Worldwide, Heavy Forests (Wild), Cultivated*
Maroon, tripetal flowers, and long, feathery leaves. The knobbly root is notably spice-flavored.
Usage: *Nausea, Weak, Delerious*

Turmeric
Distribution: *Humid Climates, Cultivated*
Oblong, small leaves form a helical cone, decorated with orange flowers. The bright orange-yellow root is a warm spice.
Usage: *Sore, Fever, Dazed*

Willow
Distribution: *Temperate Climates, Damp Soil, Cultivated*
Flexible trees draped with feathery, cascading leaves.
Usage: *Sore, Fever, Delerious*

Feverfew
Distribution: *Worldwide, Sunny Areas, Cultivated*
Small, daisy-like flowers, with white petals growing from a bright yellow nexus. Often used as an ornamental flower.
Usage: *Sore, Weak, Fever*

Soothesweet
Distribution: *Temperate Climates, Cool Areas, Wild*
White flowers with large, waxy ovaries, set atop tall stalks. The wax is sweet when heated/dissolved, difficult to cultivate.
Usage: *Dizzy, Tremors, Dazed*

Innervine
Distribution: *Humid Climates, Shady Areas, Wild*
Woody, non-photosynthetic weeds, parasitize larger trees. Inner bark contains stimulants similar to caffeine.
Usage: *Tired, Weak, Dazed*

Vittebulb
Distribution: *Arid Climates, Stony Areas, Wild*
Woody shrubs bearing broad leaves and hardy knots. Eponymous bulbs hold an acrid sap, known stimulant.
Usage: *Dizzy, Tremors, Delirious*

Dawn's Breath
Distribution: *Temperate Climates, Sunny Areas, Cultivated*
A brilliantly yellow flower, finely petaled, color extending into stalk. Often made into invigorating, fragrant teas.
Usage: *Tired, Dazed, Delirious*

Greencreed
Distribution: *Tundra Climates, Stony Areas, Wild*
Woody, evergreen shrubs, bearing upright, broom-like needles. Needles and sap are highly pungent, warding off animals.
Usage: *Sore, Tremors, Fever*

Uncommon

Aloe
Distribution: *Arid Climates, Cultivated*
A fleshy succulent, its long, fluted leaves taper to a point and bear fine teeth along either edge. Gel is soothing to skin.
Usage: *Burns (Tier 1 & 2), Sunburn, Food Poisoning*

Ghostpipe
Distribution: *Temperate Climates, Wild*
A waxy, ethereal white flower, pipe-shaped found growing in clusters near their fungal food. Tinctures are a deep purple.
Usage: *Fear, Reduce Pain by 10*

Wormwood
Distribution: *Temperate Climates, Cultivated*
A tall plant adorned with finger-like pale green leaves, known for its extreme bitter flavor and repelling insects.
Usage: *Fever, Infection, Fly-Fever*

Warmweed
Distribution: *Tundra Climates, Rocky Areas, Wild*
A pale, yellow-green lichen, found growing on the sunniest faces of stones. Produces a strong warming sensation if eaten.
Usage: *Tired, Hypothermia, Level 1-2 Frostbite*

Rare

Mandrake
Distribution: *Temperate Climates, Shady Areas, Wild*
Purple-white flowers with rounded leaves. Roots often resemble human figures, typically in a fetal position.
Usage: *Dazed, Delirious, Confusion, Obsession, Surprise*

Worrywort
Distribution: *Temperate Climates, Sunny Groves, Wild*
A bright yellow flower spotted with black glands, bearing similarly colored, long stamen. About 3ft tall.
Usage: *Fear, Terror, Despair*

Tinderlily
Distribution: *Arid Climates, Sunny Plains, Wild*
An ethereal, translucent amber flower set with red and yellow stamen atop a dark stalk, has the appearance of fire.
Usage: *Level 3 Frostbite, Level 4-5 Rotfoot*

Lotus Immaculate
Distribution: *Humid Climates, Watery Areas, Wild*
A pristine white lotus, turns red wherever touched, reducing potency in medicine. Exceedingly rare, regarded as myth.
Usage: *Infection, Organ Damage, Restore 10 Condition*

Psychotropics:

Stimulants

Tobacco
A widely cultivated crop, dried leaves are chewed or smoked. Mild stimulant, quickly loses potency.
Effects: *1 Hour, Addictive (PV10 Vitality, Hourly Use)*
Ignore 3 Stress, gain 5 Fatigue.
2 Flames, 10 Uses (per Ounce)

Wakeroot
A common herbaceous crop, roots are stimulating. Roasted, either chewed whole or grounds steeped in boiling water, greyish-green with roasted, nutty flavor.
Effects: *Half a Day, Mildly Addictive (PV5 Vitality, Daily)*
Ignore 2 Levels of Tired, or 1 Level of Sleep Deprived.
2.5 Flames, 2 Uses (per Ounce)

Pixie-Dust (Cocaine)
A fine white powder, taken nasally. Highly stimulating and addictive, often kept in specialized sniffer boxes.
Effects: *10 Minutes, Highly Addictive (PV40 Vitality, Weekly)*
Ignore 10 Stress/Pain, recover 10 Exhaustion. High euphoria.
8 Flames, 15 Uses (per Gram)

Mage-Fire (Amphetamines)
An acrid tasting substance, concentrated from a highly produced species of southern shrub. Often taken orally by mages as a pseudo-nootropic compound.
Effects: *1 Hour, Highly Addictive (PV60 Vitality, Weekly)*
Ignore all Tired, increase Focus by 10.
15 Flames, 5 Uses (per Gram)

Depressants

Alcohol
A commonly consumed beverage from a variety of forms, effects below assume pure spirits.
Effects: *1 Hour, Mildly Addictive (PV5 Vitality, Daily)*
Gain 1 level of Intoxicated.
0.1 Flames, 1 Use (per Ounce/Shot)

Cannabis
A resinous leaf, generally smoked, though also ingested.
Effects: *1 Hour, Non-Addictive*
Ignore Rage Status and insomnia, ignore 10 Pain.
2 Flames, 1 Use (per Gram)

Milk Poppy (Opium)
A red flower, derives its name from the milky-white extract. Often smoked from a thickened resinous form.
Effects: *1 Hour, Highly Addictive (PV70 Vitality, Weekly)*
Ignore 35 Pain, euphoria, make a PV30 Vitality Roll. Upon a failure, one falls asleep.
15 Flames, 10 Uses (per Gram)

Hallucinogens

Forget-Me-All
A fungal isolate kept in a powdered form. Absorbed via gums and salivary glands. Users often have distinctive lisps as they keep saturated saliva in their mouth for prolonged effect.
Effects: *3 Hours, Mildly Addictive (PV5 Vitality, Weekly)*
Gain 2 levels of Intoxicated and 5 Dazed. Causes mild euphoria and retrograde amnesia following effects, denying recollection of identity, non-common knowledge, and Skills. Likewise causes anterograde amnesia of events occurring under its effects once concluded, though leaving memory of pleasure.
5 Flames, 3 Uses (per Gram)

Sagebloom (Peyote)
A small, spineless cactus. Extremely slow-growing, sporadically produces rosy-white flowers and subsequent fruits.
Effects: *10 Hours, Non-Addictive*
Each hour, make an Instinct Roll, gaining 1 Inspired on an even result, or Obsession regarding a random subject on an odd result. Causes intense synesthesia; treat stimuli as producing effects related to other senses, colors as more vibrant, and constant geometric forms and movement in one's environment. Makes the Scan, Search, and Discern actions exceptionally inaccurate.
10 Flames, 1 Use (per Gram)

Henbane
A poisonous berry related to nightshade, psychoactive effect best obtained by skin adsorption via poultices and ointments to minimize toxic effect.
Effects: *1 Hour, Non-Addictive*
One suffers 1 Dizzy, 3 Delerious, and Rage. Upon conclusion of these effects, make a Vitality Roll against a PV50, treating as Mild Belladonna exposure on a success, or Moderate on Failure (see right). Causes 5 Tired, and dreamlike hallucinations of distorted reality and sensations of motion and altered colors while both waking and asleep.
5 Flames, 1 Use (per Gram)

Hellbell (Datura)
A delicate flower set atop a short stalk, silky-white petals shot with soft purple form a trumpet-like shape. All parts are toxic.
Effects: *1 Day, Non-Addictive*
Apply effects of Rosebay exposure (see right). Additionally causes Confusion, 5 Delirium, 5 Dazed, and 40 Active Stress. Induces psychosis, with hellish hallucinations. Treat oneself as having the Nightmares, Irritable and Paranoid Qualities, being forced to make an Awareness Roll every 10 minutes while awake. Upon a failure, one suffers the Fear status.
3 Flames, 1 Use (per Gram)

Poisonous Plants:

Common

Hemlock
Distribution: *Worldwide, Wild*
A green shrub bearing small white flowers in dense clusters.
Exposure Effects: *PV70, Ingested, Cumulative, 6hr*
Mild: *Within (Vitality) Seconds*
6 Dizzy, 8 Weak, Winded
Moderate: *Within (Vitality) Minutes*
8 Sore, Full Body Paralysis
Severe: *Within 3 Hours*
Death (Respiratory Failure)

Deathcap
Distribution: *Worldwide, Loamy Areas, Wild*
A plain, fin-bearing greenish-yellow pale mushroom.
Exposure Effects: *PV50, Ingested, 1 Week*
Mild: *Within 6 Hours (Last Until Moderate)*
2 Nausea, Jaundice
Moderate: *Within 1 Day (Last 3 Days)*
5 Delirious, 3 Nausea, Minor Organ Damage (Liver)
Severe: *Within 1 Week*
Major Organ Damage (Liver), 10 Internal Bleeding

Belladonna (Nightshade)
Distribution: *Temperate, Dry Areas, Wild*
A shrub bearing shining black berries a dull purple flowers.
Exposure Effects: *PV90, Ingested/Contact, Cumulative, 1 Day*
Mild: *Within 1 Minute*
6 Dizzy, 5 Tremors, 5 Delerious
Moderate: *Within 10 Minutes*
Confused, Rage, 3 Heart Attack
Severe: *Within 1 Hour*
Death (Heart Failure)

Rosebay
Distribution: *Arid & Humid Climates, Cultivated*
A ten petal flower, arranged in two layers. Outer is a pale white-red that sharpens near edge, inner are streaked.
Exposure Effects: *PV60, Ingested/Inhaled, Cumulative, 1 Day*
Mild: *Within 10 Minutes*
5 Tremors, 2 Nausea, 2 Blindness
Moderate: *Within 1 Hour*
10 Tremors, 5 Dizzy, 3 Nausea
Severe: *Within 10 Hours*
Seizure, Minor Organ Damage (Heart)

Black Hellebore
Distribution: *Tundra Climates, Cultivated*
Five pinkish petals surrounding golden, cup-like nectaries.
Exposure Effects: *PV60, Ingested/Contact, 1 Day*
Mild: *Within 1 Minute*
Dermatitis (Treat as 2 Bugbite), 2 Nausea
Moderate: *Within 10 Minutes*
15 Burn Damage, Winded
Severe: *Within 10 Hours*
3 Heart Attack (Stoppage)

Uncommon

Etherweft
Distribution: *Worldwide, Shady Areas, Wild*
Pale, pitcher like flowers, often mistaken as fungus. Stained by secretion of a deep blue sap which pools near their base.
Exposure Effects: *PV70, Not Ingested, Cumulative, 4hr*
Mild: *Instantaneous*
8 Dizzy, 7 Weak, 5 Dazed
Moderate: *Within (Vitality) Rounds*
Reduce Base Movement Limit by 8
Severe: *Within 1 Minute*
Unconsciousness

Arrowbite Stool
Distribution: *Temperate Climates, Wild*
A blackish-red fungus, also called bloodtongue for the droplets of red fluid it excretes and its common growth on corpses.
Exposure Effects: *PV50, Injected, Cumulative, 1min*
Mild: *Within (Vitality) Seconds*
3 Dizzy, 30 Pain
Moderate: *Within (Vitality) Rounds*
10 Dizzy, 50 Pain (Total)
Severe: *Within 1 Minute*
2 Internal Bleeding

Wolfsbane
Distribution: *Temperate Climates, Cultivated*
Short stalks set with tall, hood-like flowers, a delicate violet-blue shot with deeper hues. Roots are most toxic.
Exposure Effects: *PV80, Ingested/Injected, Cumulative, 1hr*
Mild: *Within (Vitality) Seconds*
3 Nausea, 10 Pain
Moderate: *Within (Vitality) Rounds*
Full Body Paralysis, 30 Pain (Total)
Severe: *Within 1 Hour*
4 Heart Attack (Paralysis)

Rare

Fetorbark Tree
Distribution: *Humid Climates, Damp Areas, Wild*
A dark green-black tree of squat proportion which produces a noxious stench, allegedly killing all flora within a mile.
Exposure Effects: *PV90, Inhaled, Cumulative, 1hr*
Mild: *Instantaneous*
3 Nausea, Winded
Moderate: *Within (Vitality) Minutes*
Minor/Major Organ Damage (Kidney/Lungs Respectively)
Severe: *Within 30 Minutes*
Death (Respiratory Failure)

Character: _____

Ancestry:
Occupation:

Avoidance:
Base Reach:
Height:
Weight:
Age:

Strength		Agility		Vigor		Intellect		Acuity	
Power		Dexterity		Fortitude		Acumen		Awareness	
Might		Grace		Endurance		Recollection		Intuition	
Athletics		Reflex		Vitality		Focus		Instinct	

AP	Pain	Fatigue	Exhaustion	Active Statuses	Current Wounds

Skills:

Unspent XP:

Qualities:

Physical	
Mental	
Misc.	

Equipment:

lbs.			Coin: